

WIZARD PRESENTS

THE ULTIMATE GUIDE TO COLLECTIBLE CARD GAMES

INQUEST



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DISPLAY UNTIL APRIL 1995

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LEARN FROM A FOOL.



THE VERTIGO TAROT

LET THE CHARACTERS OF VERTIGO LEAD YOU THROUGH
A DIFFERENT KIND OF STORY. 78 ORIGINAL ILLUSTRATIONS BY ACCLAIMED
SAIDMAN™ COVER ARTIST DAVE MCKEAN. ACCOMPANYING HARDCOVER GUIDE
WRITTEN BY INTERNATIONALLY REPOWPEED TAROT EXPERT RACHEL POLLACK.

INTRODUCTION BY NEIL GAIMAN.

FIFTY U.S. DOLLARS / SEVENTY CANADIAN DOLLARS
AVAILABLE IN MARCH 1995.



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COMING IN 1995!

The game where magic and technology meet.

Ancient Greeks named the creatures that brought art across dimensional boundaries. Collectively, they were known as muses, and in myth, each held dominion over a specific talent. In reality each muse was an entrance to a parallel universe, and mortals with courage and vision found their way in. If they survived, the art and knowledge they brought back enriched and advanced mankind.

Two well known explorers of these alternative realities are **BORIS VALLEJO** and **JULIE BELL**. Their art speaks volumes about the mystical characters, nightmare creatures and heroic warriors they encountered on inter-dimensional journeys.

Players collect and create special decks which pit magic against technology, or vehicles against monsters, or any combination of powers unique to the six races included in the starter sets. Controlling powerful vortex gates, players project heroes, monsters and troopers to battle for control of parallel universes.



Julie Bell and Boris Vallejo

A new generation of collectible card games. Coming soon from CARDZ!



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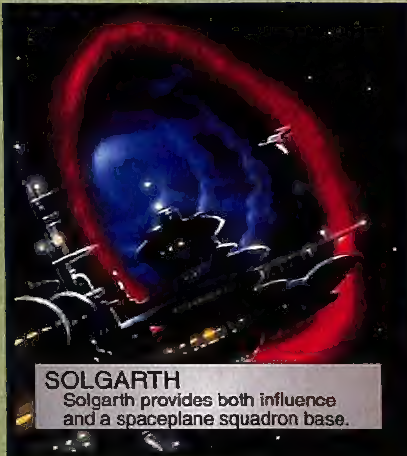
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COMING
FEBRUARY
1995

SPECIAL SYSTEM



SOLGARTH

Solgarth provides both influence and a spaceplane squadron base.



illus: © 1994 Alan Gutierrez

DAMAGE



AERIAL BOMBARDMENT

Play on a Special System card. Special System now provides no special ability, no influence and no personality points.



illus: © 1994 Paul Todd

FATE

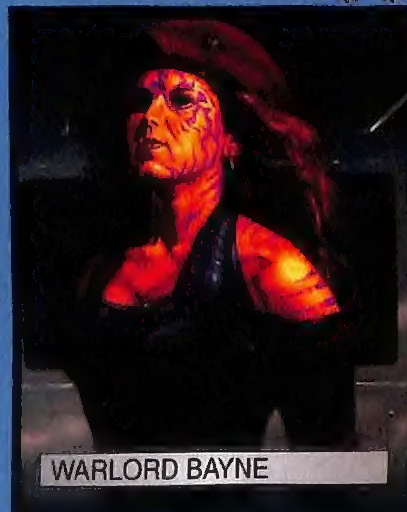


ARTIFACT HEIST

Target Artifact card is stolen by thieves. Discard target Artifact card.

illus: © 1994 Pete Venters

PERSONALITY



WARLORD BAYNE



illus: © 1994 Kevin Murphy

SQUADRON



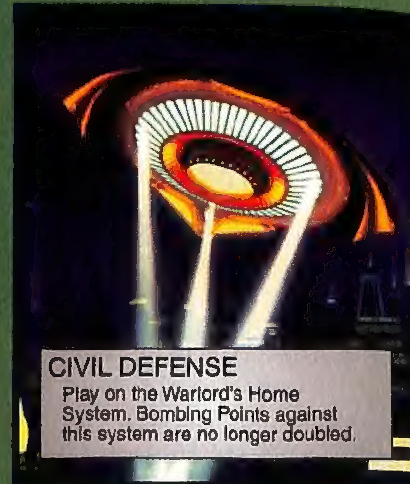
SCHIAVONA FIGHTER-BOMBERS

Sandstone Squadron.



illus: © 1994 Kevin Stein

MODIFIER



CIVIL DEFENSE

Play on the Warlord's Home System. Bombing Points against this system are no longer doubled.

illus: © 1994 Steve Yaff

INQUEST™

The Ultimate Guide to Collectible Card Games

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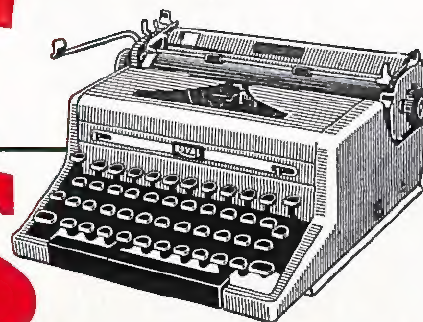
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PRODUCT NEWS



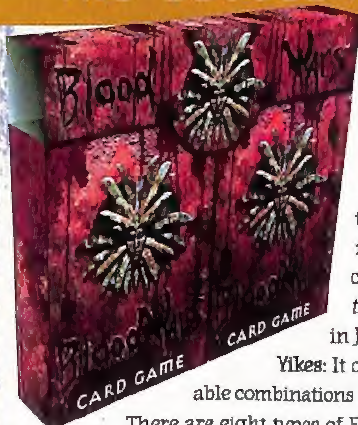
THE LATEST AND GREATEST RELEASES IN THE WORLD OF COLLECTIBLE CARD GAMES

COMING TO A BOARD NEAR YOU

Here's a quick look at what major manufacturers have in store for you

Blood Wars

The Bloodshed Begins



TSR

Release: February 1995

Set Size: 334 cards

Here's the Deal: Lords use military and political might for control of the nether regions in this adaptation of *Planescape*. Capture the most battlefields to win. Two 134-card expansion sets, *Factols & Factions* and *Powers & Proxies*, are due in June and August, respectively.

Yikes: It comes with a chart that lists allowable combinations for decks containing 40 to 100 cards.

There are eight types of Fate cards alone. (Oh my!)

Best For: RPG players, card players, probability nuts

Packaging: two 50-card dual decks including rules; 15-card booster packs

Suggested Retail: \$9.95 per dual deck; \$2.50 per booster pack

The Great Dalmuti

WIZARDS OF THE COAST

Release: February 1995

Set Size: 80 cards

Here's the Deal: If you're still angry with life being unfair, don't play *The Great Dalmuti*! The player with the fewest cards is the big cheese in this social caste system. After each hand, the five to eight participants switch seats to reflect the pecking order. A non-collectible game from *Magic* man Richard Garfield. **What A Card:** The G-Man and friends can even make war fun by inventing rules. "If you played the Queen of Spades, you had to run around the room shrieking.... If you forgot a rule, then you lost a card."

Best For: easy-going kids of all ages

Packaging: box set, includes rules and two shrink-wrapped, 40-card decks

Suggested Retail: \$7.95 per box set

Highlander

THUNDER CASTLE GAMES

Release: March 1995

Set Size: 165 cards

Here's the Deal: Nothing annoys an immortal swordfighter more than other immortal swordfighters. Solution: hack up your opponents! Play a particular persona and adopt his or her advantages. Don't smile too quick, though, because you get the disadvantages, too.

Spoilers: "Highlander 3," also out around March, apparently ignores the second movie. And a certain special sword might not survive the new flick...!

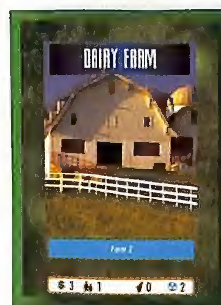
Best For: "Highlander" fans, fencers, schizophrenics

Packaging: 16-card packs

Suggested Retail: \$2.45

SimCity

The Card Game



MAYFAIR GAMES

Release: late January 1995

Set Size: 519 cards

Here's the Deal: This city-building card game comes by way of Maxis' classic computer game. Hint of reality: simply blackmail and bribe city council members to push your property-building proposals through. A test of planning skills.

Real Estate: Aside from disaster

cards, *SimCity* has little fantasy, death or destruction. It does have pictures of the Statue of Liberty, Golden Gate Bridge and other famous sites. Yee haw. **Best For:** fans of the computer game, politicians in training, Slick Rick developers, wanna-be white-collar crime specialists

Packaging: 60-card starter decks; 15-card booster packs

Suggested Retail: \$8.50 per starter deck; \$2.50 per booster pack

SimCity—The Card Game © Maxis Games Inc. Maxis and SimCity are registered trademarks of Maxis Inc. Used under license. All rights reserved. Blood Wars™ & © TSR Inc.

MAG FORCE 7

Release: February 1995

Set Size: 325 cards

Here's the Deal: Galactic warlord battles galactic warlord à la Margaret Weis' novels. Deploy starships, bomber squadrons and fighter squadrons to protect planets or attack enemies. The winner is the first to eliminate an opponent's power points. **Bowling for Starships:** *Star of the Guardians* features the Lane-to-Lane combat system (hey, bub—that's trademarked!). Deploy your fleet carefully or risk losing ships and power points!

Best For: card gamers, would-be galactic conquerors, Weis fans

Packaging: 60-card starter decks; 15-card booster packs

Suggested Retail: \$8.95 per starter deck; \$2.95 per booster pack

Star of the Guardians



TarotCards

DC COMICS

Release: March 1995

Set Size: 78 cards

Here's the Deal: Some of DC's best introduce you to the realm of the tarot. Cast fortunes and commune with the occult with these Dave McKean renditions of your favorite DC Vertigo characters.

Starring: John Constantine as the Fool, Swamp Thing as the World, Sandman as the Hierophant and Death as...uh, herself.

Best For: aficionados of Vertigo, Dave McKean or the macabre, gypsy fortune-tellers, those undaunted by the concept of bad karma

Packaging: complete set with a player's guide

Suggested Retail: \$50 per set

Towers in Time

THUNDER CASTLE GAMES

Release: January 1995

Set Size: 150 cards

Here's the Deal: Travel through time and recruit an army of fantasy creatures to defend your interdimensional tower. Each creature takes one action per turn, and players alternate actions. Dwarves, elves and orcs of the world unite!

Collect 'Em All: Future editions will arrive as self-contained sets; look for 150- to 165-card Greek, Zodiac, Amazon and Norse editions in March, June, August and October, respectively.

Best For: self-conscious yet strong-willed war gamers and card players

Packaging: 54-card starter deck; eight-card booster packs

Suggested Retail: \$6.95 per starter deck; \$1.45 per booster pack

QUICK TAKES

• **Dragons** are the focus of *Wyvern*, due from U.S. Games Systems in

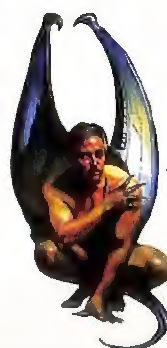
January. Peter Pracownik contributed art for all 136 first-run cards, which will be sold in 60-card starter decks (\$7.95 suggested retail) and 15 card booster packs (\$2.50).

Marvel and Fler are preparing **Power Players**, which pits teams of superpowered characters against one another. Players tailor the arena, allowing the Hulk to hurl nearby buses or Spider-Man to scale skyscrapers.

Richard Garfield and Wizards of the Coast aren't resting on their well-heelled laurels. *Netrunner* is the title for Wizards' adaptation of R. Talsorian's *Cyberpunk 2020*, and Wizards will base a game on

• **FASA's BattleTech** robot-combat RPG. Cardz is play-testing a card game set for March delivery. Technology and magic join forces in a battle for control of parallel universes. Untitled as we went to press, the game's artwork will feature

• **never-before-seen work** by Boris Vallejo and Julie Bell, the first game collaboration of the husband-and-wife team.



PRODUCT NEWS



ALREADY IN PLAY

In case you missed them, here's a listing of some of the products currently available

Dixie

COLUMBIA GAMES

Set Size: 200 cards

Here's the Deal: Marshal Confederate or Union cards and re-enact the First Battle of Bull Run, or "First Manassas," as Johnny Reb calls it. A Shiloh expansion set with 300 cards may be out by mid-year, and Gettysburg is in the works.

Pick Me, I'm Special: Each deck contains 30 Confederate and 30 Union cards. Decks contain no duplicate cards, and no two decks are identical.

Best For: Ken Burns; the Daughters of the Confederacy; wargame, history or Civil War buffs and collectors; those guys who play pretend in genuine replica Civil War uniforms

Packaging: 60-card decks with rules

Suggested Retail: \$9 per deck

ILLUMINATI: New World Order

STEVE JACKSON GAMES

Set Size: 409 cards

Here's the Deal: We've got two theories on the arrival of this set: either Steve Jackson Games took its original, non-customizable *ILLUMINATI* card game off the market because it thought it was time to improve the 10-year-old product, or the company was taken over by the Semiconscious Liberation Army. You decide.

Alphabet Soup: In an effort to save trees, SJG calls this game *INWO*. Other card games could be abbreviated *M: TG, OTE, SC-TGC, S: MTM, SotG, ST: TNG CCG, TGD* and *TIT* (but, as the last example demonstrates, this could lead to confusion over each product's subject matter).

Best For: people who love *ILLUMINATI*, *On the Edge* or the Zapruder film (but we didn't tell you!)

Packaging: starter sets with two 55-card decks and rules; 15-card booster packs

Suggested Retail: \$9.95 per starter set; \$2.25 per booster pack

Jyhad

WIZARDS OF THE COAST

Set Size: 438 cards

Here's the Deal: As an ancient vampire, you manipulate younger bloodsuckers in Wizards of the Coast's second Deckmaster collectible card game. Players attack to the left, but must guard to the right. If you thought vampires were scary, wait till you meet one with a gun! Wizards is preparing a pocket players' guide, expansion set and retailer poster; White Wolf, makers of the role-playing game on which *Jyhad* is based, is out with "The Eternal Struggle: A Strategy Guide to the Jyhad" (\$7.95).

Politics As Blood Sport: Inconvenience enemies with political cards. The issues at, er, stake won't be debated in Congress: ever heard of Praxis Seizure, Autarkis Persecution or Consanguineous Condemnation?

Best For: mature fans of the macabre—*Jyhad* is complicated and takes a while to play, but can really suck you in and be fiendishly rewarding

Packaging: 76-card starter decks; 19-card booster packs

Suggested Retail: \$8.95 per starter deck; \$2.75 per booster pack

HEARTBREAKER HOBBIES & GAMES

Set Size: 337 cards

Here's the Deal: Remember what happened when someone accidentally dropped chocolate into peanut butter? *Doomtrooper*, based on the *Mutant Chronicles* universe, mixes fantasy and science fiction. Corporate Doomtroopers wielding knives, elemental balls and other equipment stand between humanity and the hideous alien Dark Legion.

European Is As European Does: With names like Paolo Parente, Nils Gullikson, Danne Kochanski and Peter Bergting, among others, these artists've gotta be foreign.

Best For: lovers of cool cards; high-tech warrior wizards; aficionados of European art

Packaging: 60-card starter decks with rules; 15-card "Necropak" booster packs

Suggested Retail: \$7.95 per starter deck; \$2.45 per booster pack

Doomtrooper

DOOM TROOPER



Galactic Empires

COMPANION GAMES

Set Size: 421 cards

Here's the Deal: You can rule the galaxy! Terrain allows you to pound your opponent with ships, stellar anomalies and space monsters. Crew and equipment improve your vessels' effectiveness. February's *New Empires* expansion set contains basic decks with Scorpeads and Plasma-Occupied Territories and booster packs with Clydons and Tufors.

A Picture's Worth: Vektrea Prime and some of the space scenes look terrific, but the introductory edition Bolaar Weapons Officer and Corporate Raiding Party, er, don't.

Best For: those who want science-fiction card games or own lotsa small dice (you use 'em to keep track of damage to various cards)

Packaging: 55-card starter decks; 12-card booster packs

Suggested Retail: \$8.95 per starter deck; \$2.45 per booster pack



JYHAD™



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Blood Wars TM



This is it! The most fantastic battle of all where great warlords and their mighty legions decide the fate of the entire planes. Find out how it feels to die a thousand deaths yet live again to wage war without end. The bloodshed begins with the BLOOD WARSTM DUEL-DECKTM Card Game and the conflagration expands with each BLOOD WARS Escalation Pack.

PREMIERING IN FEBRUARY!



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PRODUCT NEWS



WIZARDS OF THE COAST

Set Size: really, really big (have fun trying to maintain your sanity counting it)

Here's the Deal: This is the mother of all collectible card games. Use magical resources to reduce your enemy's life force to zilch. Power comes from five types of color-coded land. A sixth expansion set, *Ice Age*, is due in May. It'll feature more than 300 cards, playable by themselves or with other *Magic* cards.

Magic: The Obsession: Two suitcases, 15,000 cards, 400 Merfolk and one Shivan Dragon later—and enthusiasts are still buying. What a phenomenon!

Best For: casual or avid gamers, fantasy enthusiasts, card collectors, Richard Garfield, collectibles writers with expense accounts

Packaging: Gift boxes with two 60-card decks, 30 life counters and illustrated rules; 60-card starter decks with rules; eight- to 15-card booster packs

Suggested Retail: \$19.95 per gift box; \$7.95 per starter deck; \$2.45 per 15-card booster pack; \$1.45 per eight-card booster pack (expect to pay more for all these items)

DECIPHER

Set Size: 363 cards

Here's the Deal: Report for duty at Klingon, Romulan or Federation

outposts and go where no one has gone before. Players design a new universe each game; starships travel it, accumulating points for missions accomplished. Few starter decks contain a ready-to-play set, so be prepared to get at least one booster pack. The set is available in two editions: a black-bordered limited edition and a white-bordered unlimited edition.

Red Alert: This game uses images and factoids from the TV show, so these cards are sharp!

Best For: anyone who enjoys a good "Trek" or distinctive card game

Packaging: 60-card starter decks; 15-card booster packs for both editions

Suggested Retail: \$8.95 per starter deck; \$2.95 per booster pack (expect to pay more for both)

Super Deck!

CARD SHARKS

Set Size: 160 cards

Here's the Deal: Build a hero and a villain who are strong enough to top your opponent's vil-

lain and hero, respectively. Play combatants, sidekicks, abilities, hindrances and events on your or your opponent's characters. **Wham! Shazak! Ka-Bam!** *Super Deck!*'s quirky characters include the Pendulum, who "searches for the thugs who killed his parents" (sound familiar?), and Yarf the Troll, who "destroys other bridges to increase the traffic on his own" (wha...?).

Best For: people who are young, love superheroes or need an easy introduction to card games; advanced players need not apply

Packaging: 60-card starter deck and rules; 10-card booster packs

Suggested Retail: \$7.95 per starter deck; \$1.95 per booster pack

ATLAS GAMES

Set Size: 269 cards

Here's the Deal: Conspire to control Al Amarja. All resources and some influential people have pull points, which help acquire other people and equipment. They can also build game-winning influence points. As in real life, cliques are important: certain cards can't be used unless a card belonging to a similar gang, group or race is already out. *The Cut-Ups Project* expansion with 90 cards is set for February.

Travel Tip: AHL uh-MAR-huh. That's how to pronounce the name of this weird Mediterranean island of androids, mutants, psychics and sentient baboons.

Best For: people who loved *Illuminati* or "The Hitch-Hiker's Guide to the Galaxy" or who thought "JFK" was too tame

Packaging: 60-card starter decks with rules; 10-card booster packs

Suggested Retail: \$7.95 per starter deck; \$1.95 per booster pack

On the Edge



Magic: The Gathering

Spellfire: Master the Magic



TSR

Set Size: 695 cards

Here's the Deal: *Dungeons & Dragons*, the role-playing entertainment that was virtually synonymous with a gaming genre, becomes a collectible card game. The first player to defend six realms wins. Realms are pro-

tected by champions and allies whose powers grow with magical items.

"I Know That Monster!": TSR caught some heat for recycling classic, often beautiful art for *Spellfire*. But with new photo cards as corny as the Mind Player Lord, fans should reconsider their criticisms. **Best For:** D&D or fantasy fans, new and young card gamers

Packaging: starter sets with two 55-card decks and rules; 15-card booster packs

Suggested Retail: \$8.95 per starter set; \$2.50 per booster pack



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Q&A

With Magic Artist

ANSON MADDOCKS

He's moved from Sitka, Alaska, to Seattle, Wash., from starving artist to hottest painter in the biz. Twenty-six-year-old Anson Maddocks has helped ignite the entire collectible card game industry with his unique blend of gothic-horror creatures and surreal landscapes. Once confined to second-hand shops, he's painted the "Operation: Mindcrime" tour jackets for the band Queensryche and become "Photoshop Guru" at Wizards of the Coast. Maddocks talked to *InQuest* about Magic, painting and stardom.

Q: How did you start painting?

A: I started when I was four. I had a baby sitter who had some drawing book or something, and she was trying to get me out of her hair, probably, so she had me start drawing. And I just took it up from then. I drew a lot of insects, rocket ships and aliens

Q: What inspires your paintings?

A: I try not to be too inspired by somebody else's creativity. I'm really interested in raw materials and animals—and those sort of things kind of fuel my imagination and get me thinking what other ways could those things be depicted. Especially with human forms, it can be really intriguing to me to see how far I can push them into another dimension

Q: When did you realize the stuff you were doing for Magic was going to be a big hit? Or have you even thought about that?

A: No, actually, I was just really into the project.

The idea of having a bunch of little color pieces was really intriguing. They were so excited about the project that I couldn't help but share their enthusiasm.... I was really happy to help out. When the other artists were failing to turn things in, I would come kind of to their rescue. That's how come I have so many pieces in the original set.

Q: How many pieces did you have?

A: I did 31, and they used 30. It's about 10 percent of the original artwork.

Q: Do you play Magic?

A: I'm so busy populating Dominia that I don't have time for other things. Maybe once every three months. Just when I have the opportunity, or when somebody asks me

Q: How long does it usually take you to do a piece for a Magic card?

A: About two or three hours.

Q: Do you do a lot of conventions?

A: Yeah I just got back from doing some in Europe. That was really cool. I went to Germany and Italy, and took some vacation time... It's really cool to have people tell you what they think of your work. When they have a really positive response, it really makes you feel good. Also, you get their opinions and their interpretations of things. This one kid showed me this relationship between two of the cards I did that I had not intended—he thought I did it on purpose

Q: Which two cards?

A: Paralyze and Guardian Angel. If you take Guardian Angel and you put it diagonal to Paralyze, it looks like he's shooting the guy. It's weird. The background color kind of fades together, and the proportions are right, and the blast is right.

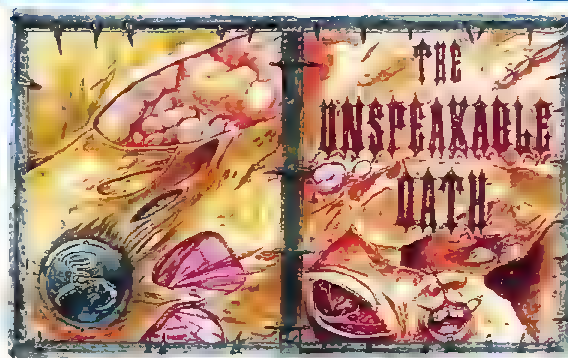


ILLUSTRATION: ANSON MADDOCKS PHOTO: CHRIS HAWKINS

Q: Is that your subconscious working overtime?

A: Could be. Put all my stuff together and see one big puzzle. [laughs]

Q: Do fans recognize you at these conventions?

A: I was in Italy and some guy ran up to me and said, "Signor Maddocks, could you sign my card?" That was the only time...outside of working at the [Wizards of the Coast] table. It's good. I don't think I'd want to be a movie star.

—Michael Searle

THE MADDOCKS FILE

Favorite Magic cards (own): Throne of Bone, Cyclopean Tomb.

Favorite Magic cards (others): Sandra Everingham's Sinkhole. Any work by Mark Tedin, Drew Tucker or Amy Weber, among others.

Favorite Magic card (fans): Fallen Angel, Hurler Minotaur. Some like Flight and Holy Strength, were created in the same hour

weirdest CARDS

10. Animalism, Jyhad. Siegfried and Roy's dream come true.

9. Living Wall, Magic. Cooking with Dahmer

8. Anaphasic Organism, Star Trek: The Next Generation. "Norman..."

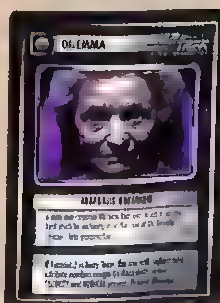
7. Drawing Out The Beast, Jyhad. "Hey, I ordered mayo on this!"

6. Drain Essence, Jyhad. "Tissue! Somebody get me a tissue!"

5. Time Elemental, Magic. "You are traveling through another dimension... A dimension of both time and space..."

4. Psychovore, On The Edge. Every kid's worst nightmare—a

3. ANAPHASIC ORGANISM



jack-in-the-box gone horribly wrong.

3. Elemental Cleric, Spellfire. "Yes, ma'am.

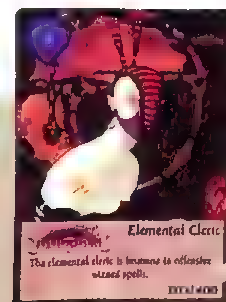
This will definitely stop your daughter from picking her nose."

2. Horror of Horrors, Magic. But I've got a great personality!

1. Mindstab Thrull, Magic. "Try to relax—this is a very simple operation..."



4. PSYCHOVORE



3. ELEMENTAL CLERIC



5. TIME ELEMENTAL



7. MINDSTAB THRULL

PRODUCT NEWS



DIVERSIONS

CARD-RELATED MERCHANDISE

CRUISE CON

The Carnival liner *Fantasy* sails on April 27, 1995. This four-day Bahamas cruise features *Magic* creator Richard Garfield, *SimCity* co-designer Darwin Bromley, card-game artists and others. Between card and role-playing games, you can swim, dance or visit Nassau. "The only convention your significant other will thank you for attending." Call Andon Unlimited at (800) 529-EXPO or (215) 673-2117 in Ohio.

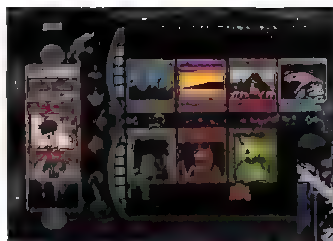


START YOUR ENGINES!

After eight years, the Richard Garfield game that precipitated *Magic: The Gathering* is out! In *Robo-Rally*, bored computers start a wacky, unpredictable robot race. The board game, co-designed by Garfield and Mike Davis, requires at least two players and 30 minutes. Get it from your local gaming store or order direct from Wizards of the Coast at P.O. Box 707, Renton, WA 98057-0707.

MICROCOMPUTER MAGIC

If you prefer life with digital sound, prepare for computer *Magic*. MicroProse Software is developing both stand-alone and on-line versions of the card game. The CD-ROM will boast information on nearly 1,000 cards, graphics, trading, variable card rarity and tournament play. Look for it in spring 1995.



MICROPROSE



GET READY TO LOG ON

Three *Magic* database programs for IBM-compatible computers track the cards you have and the ones you want. All list *Magic* cards; *CardMaster* and *Gamecard Wizard* track prices. *CardMaster* has colorful screens and a graphic-style interface. It bears the Wizards of the Coast seal of approval (\$24.95 plus shipping and handling, Sky Hi Sales, [800] 949-4267). *Gamecard Wizard* includes card lists for *Jyhad* and *Galactic Empires*. Its flexibility and attractive interface are pluses, but it doesn't show card descriptions (\$39.95 plus \$5 S&H, DIGITAL Alchemy, [800] 566-6277). *Deck Daemon* has flexible deck-building capacities and allows easy viewing of card abilities (\$29.95 plus \$5 S&H, BQS, [208] 336-9404). Macintosh users should check out Jackie Macapanpan's *The Duelist's Companion* shareware. Version 2.0 has an excellent interface, but displays only one deck at a time and doesn't show card abilities.



MAGIC ARMADA

Acclaim Comics will unleash its first line of books in March 1995. *Magic: The Gathering—The Shadow Mage* and *Ice Age: On the World of Magic: The Gathering*, a tie-in with the *Magic* expansion set, will both be four-issue series. Jeff Gomez and Jeof Vita (contributors to this magazine) are co-plotting the books, to be drawn by Val Mayerik and Rafael Kayanan (*Conan the Adventurer*), respectively. Each comic will sport a \$2.50 price, a painted cover and information on the game of *Magic*.

PINS AND THINGS

Wizards of the Coast sells several *Magic*- and *Jyhad*-related items (to order, see "Start Your Engines" above). *Magic* logo pins retail for \$6.95, while Hurlon Minotaur pins are \$4.95.... Black *Magic* T-shirts with a choice of three card pictures on the back and black *Jyhad* T-shirts sell for \$16.95 (L and XL) and \$18.95 (XXL). New designs will be out by mid-'95.... A 13-month *Magic* calendar retails for \$10.95.... An Arson Maddocks and Mark Tedin battle poster sells for \$9.98.... *Magic* card binders with original Pete Venters art are due in early '95.... Deckmaster lifecounters are in the works.

HEARTBREAKING MINIATURES

Heartbreaker Hobbies & Games makes *Magic* miniatures ranging in price from \$2.50 to \$4. Get 'em from stores or write Heartbreaker at P.O. Box 105, Folsom, PA 19033.



DIVIDE AND CONQUER

"The Bag Man" manufactures dividers for *Magic* card collectors. The color plastic dividers are preprinted to help separate spells, lands, artifacts and other cards in a standard vertical card box. The dividers are sold in sets for \$8.50 up to \$9.95. Write "The Bag Man" at 12788 Highway 9, Suite 5, Boulder Creek, CA 95006.

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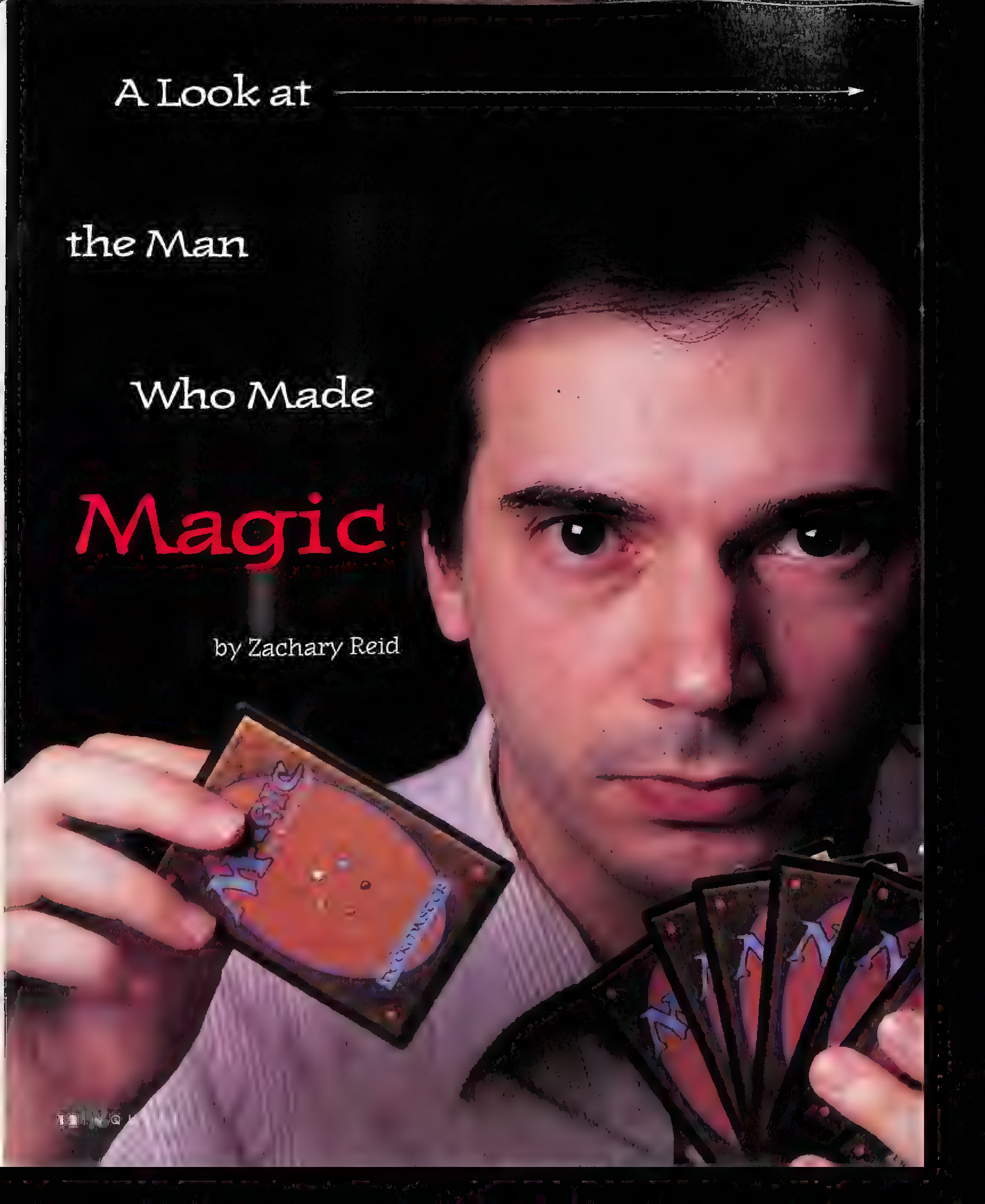
A Look at

the Man

Who Made

Magic

by Zachary Reid



RICHARD GARFIELD

Richard Garfield always loved to play games. Now he gets paid to invent them. And he could have cashed in on his imaginative passion for a single million-dollar payday and retired at age 30. Instead, he parlayed his potential fortune from devising *Magic: The Gathering* right back into the company that gambled on his game in the first place.

That's the kind of guy Garfield is: short on stability but long on commitment. He's been that way all his life. Born in Oregon, he spent his youth in the Pacific Northwest, in Philadelphia and, for six years, in Bangladesh and Nepal while his father plied his trade as an architect. He never complained about having to make new friends every couple of years. It was more a matter of finding something to do with those friends, and that philosophy defines his relationship with Wizards of the Coast, the company that publishes *Magic*.

"I've always been willing to back my games by getting paid entirely in royalties," Garfield says. "This is the ultimate form of that."

Garfield is hailed as a genius by game enthusiasts and the people at Wizards of the Coast. He simply thinks of himself as a game designer who's lucky enough to earn a living by pursuing his favorite hobby. His

chance encounter with success has made

possible a lifestyle and a career he once dismissed as wishful thinking. Now 31, Garfield spends his days as coordinator of table game research and development for Wizards.

GAMEY OF A LIFETIME

Garfield first began designing games out of necessity. He quickly mastered role-playing games like *Dungeons & Dragons* and *Chivalry & Sorcery*. And since buying a new game every week would challenge any kid's allowance, he began altering the rules of the games he already had.

"It's very much an art," Garfield says of designing games. "I operate largely on intuition, use a lot of my game experience. I play a lot of games and I take something from each of them. When I get inspired, I'll work for hours and hours on end."

Garfield's goal is to come up with games that are fun and interesting—and that stay that way.

"It doesn't take long in many games to hit the point where you can't get much better," Garfield says. Some people are content with mastering a game's rules. Garfield prefers altering the rules and adding new dimensions to games.

Today, he counts more than 60 games to his credit, not including the variations of existing games. A handful, including *Jyhad* and *RoboRally*, have been published through Wizards of the Coast's Garfield Games division. He says a dozen could be ready for publication in a matter of weeks, and the rest within a year.

In a gaming world where variations are the rule and marketing counts more than substance, *Magic* is an aberration. There had never been a collectible card game quite like it, though there has been a slew since. But in very simple terms, Garfield's *Magic* card game is nothing more than a variation of existing card games. The deck never stops at 52 cards, but the

premise is the same: even though players have different cards, the key to winning is knowing what's in your deck and planning your strategy around it.

At least that's Garfield's version of the game. Collectors have given *Magic* an entirely different spin, putting values on rarer, more powerful cards while discarding common or weaker cards. It's like playing poker with a deck full of face cards. But you still have to play your aces first to win.

LUCK OF THE DRAW

Instant success hasn't translated into casual living for Garfield, a former college teacher with a graduate degree in combinatorial mathematics—the science of problem solving.

In fact, not until this past summer—three years after his first meeting with Wizards of the Coast—did Garfield begin devoting all of his time to professional game design. Last June, he left his post as a mathematics professor at Whitman College in southeastern Washington for the move across state to Renton-based Wizards of the Coast. And even now, with approximately one billion *Magic* cards in circulation, Garfield won't rule out a return to academia.

If you had asked Garfield a decade ago where he'd be today, game designing would not have been his answer.

"I hadn't been interested in being a professional game designer," he says. "There's very little money in it. And the people who design games aren't always open to new designers. I wasn't even trying."

He was only trying to get one of his games published. While an undergraduate student at the University of Pennsylvania, he created a board game called *RoboRally*. He offered a friend a 50 percent stake in the game if he could get it published—an offer that was more than generous, though it would take almost a decade before *RoboRally* hit stores.

After a series of rejections, Garfield met with representatives of Wizards of the Coast in 1991. He flew from Illinois, where he was working for Bell Labs, for the meeting in a

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Seattle pizza parlor. Wizards wanted *Robo-Rally* but didn't have the capital to publish it immediately. The company needed a game that could be played quickly and without much equipment.

Garfield thought about a *Magic*-type game he first created in 1984. He came back with an updated version of *Magic*.

The game he delivered to Wizards was considerably different from its original conception. "A lot of the flavor [was] the same, but the rules changed a lot," Garfield explains. "There was a constant evolution of the flavor."



The final product was everything Wizards wanted. The game was based on cards, not the standard fare of boards and dice. Two people could play with a minimal number of cards, and the game was designed for quick play.

"It's kind of from the evolutionary mixing pot," he says of the final version of *Magic*. "It's from games from outside designers—*Cosmic Encounter*, the granddaddy of card games—and games of my own design. The trading card concept came out of nowhere. Cards are a good tool to have in a magic system. When the trading card concept came about, then, after about three months, it changed very little."

The big surprise—to Garfield and to Wizards—was that the game would catch on as a collectible.

They first noticed the trend while testing the game, when players began collecting the crude black-and-white cards. It became evident as orders for the cards began piling up. They couldn't keep up with requests for the starter decks—packs of 60 randomly chosen cards from among the more than 300 available at the time—or the booster decks.

"[The success] was perpetually dawning on us," Garfield says. "Every time we thought

we had it under control, it got bigger. I'm not exactly certain it's stabilized."

The game's details have changed again since its initial release. Originally, the rarer cards were much more powerful than the common cards. But when people started buying the rare cards and creating can't-lose decks, the nature of the game started to work against the casual players. And that wasn't the idea Garfield had in mind. "A person who doesn't want to buy a lot of decks shouldn't have to," he says.

So they made some changes. "We've made common cards more powerful and stripped out some of the degenerate rare cards. The rare cards now are more specialized, but not more powerful."

A GURU IS BORN

Garfield works on other projects at Wizards, but he says he still spends about half of his time maintaining *Magic*. The bulk of his mail is about the game, and when he travels to gaming conventions, he's treated like a star.

"I never really went to game conventions before, maybe one or two, and I certainly wasn't recognized at those," says the soft-spoken, contemplative Garfield. "Now, I feel like a star—like a star. I go around shows signing cards, leading discussions. It's fun, but it's tiring."

His celebrity was apparent in November at the 54th Philadelphia Science Fiction Convention. A constant barrage of *Magic* enthusiasts kept Garfield busy at the Wizards of the Coast booth. When he could slip away, he found himself leading panel discussions on his game or signing autographs. And this was a slow weekend—nothing compared to the attention he gets at game conventions.

"In some sense, I was excited to get a little bit of fame. It helped me get in touch with people I'd lost touch with over the years. I couldn't find them, but they knew where to find me." Garfield has also experienced the downside to being a star. "Once it happened, I had less time than last year to spend with my friends. No particular way of dealing with it."

Garfield hasn't had much time to pursue games lately, either. His job as coordinator of table game research and development leaves him reviewing other peoples' work. He spends most of his time testing submissions and maintaining *Magic*, but he's not content with a role in management.

"I prefer acting as a game guru," he says. "I like to give advice, leave it as they will. Let me concentrate on games." He doesn't like the thought that his opinion alone could kill a project.

"I think in time I could develop the management skills, but I don't like to put my foot down. I don't like to make priority decisions,

especially on projects I'm working on."

Finding a suitable replacement to take over his management chores is a priority. He's a gaming enthusiast, pure and simple. He has other pursuits—movies and books in particular—but his passion is for games.

He'll change the rules in everything from *Trivial Pursuit* to checkers just to keep the game interesting. "I start fiddling with the rules," he says. "In *Trivial Pursuit*, I've played with some modifications. We had one rule where if you land on an opponent's pie wagon, you can steal the piece if you answer a question correctly. Or you can play where you have to get all six questions right."

If you're a stickler for the rules, Garfield is probably not the best opponent. "But I've never had any trouble finding players," he says. "In different games, I always level the playing field. I may be better at chess than you, but if I change the rules, then we're starting at the same place."

DESIGNER WITHOUT A LABEL

Richard Garfield, the famous game designer, isn't much different from Richard Garfield, the inconspicuous college professor. Unlike many people who get a quick taste of financial success, Garfield's life isn't filled with expensive and exotic obsessions. He drives a company car, a Pontiac Grand Am. He's making more money than he ever did in the classroom, but he still hasn't traded his worn corduroys for Armani suits or his loafers for Tony Lama cowboy boots.

"I have a very modest lifestyle," he says. "I would like to have enough resources to not



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have to worry about where my next meal's coming from."

He likes to travel, but he's just as happy hiking and hunting for wild mushrooms. He's not opposed to lavishing himself, but it'll have to wait. "I certainly have to be sure I was going to have no problem with finances in the future," he says.

Garfield defies categorization. He spent countless hours of his youth mastering role-playing games, but he wasn't the rebellious kid who did so to spite his parents. He had the grades to make it into an Ivy League school, but he had no idea where that would lead him. He chose the University of Pennsylvania for one simple reason: "I liked the way my father turned out, and he went to Penn," he says.

He pursued an education in mathematics—and post-baccalaureate work in combinatorial mathematics—because of his interest in games, but he never seriously considered making games a career.

"I briefly dreamed about being a world famous game designer," he says, "until I found out how the game industry works."

"I went into math because of my love for games. Combinatorial mathematics is almost like having a degree in problem solving. It's good for solving problems that come up in games, coming up with new strategies, little artificial worlds. Figure out how to use the rules as best you can."

"I was somewhat directionless," Garfield says. "I was going to go to grad school. My father, who teaches graduate school, said students with a little work experience do better."

And if he could follow his father around the world—which he did—he could certainly take his father's advice. With a bachelor's degree in tow, Garfield went looking for a job

He found several possibilities, including "a lab that specialized in finding lost things." He settled on an offer from Bell Labs to be a resource manager on a computer project involving digital switches.

KEEPING THE VISION ALIVE

Shortly after his meeting with Wizards of the Coast, Garfield made the move to academia and Washington. But he didn't move to be closer to a potential distributor. Richard Garfield is a game-design purist. He creates games to please himself and his friends, not the commercial market. He was coming up with variations on old games and his own new ones long before he had anything published. If there had been no *Magic*, no overnight success, Richard Garfield would still be a game designer. Only he'd probably still be a college professor, too.

Magic was nice, but he says a real challenge is developing games that will entice people who normally don't play games.

"Before *Magic*, I designed games entirely for my friends and me. A special treasure was when I could get my sister, who doesn't play games as a hobby, interested. I also liked to design games that I could take home at Thanksgiving."

Garfield's perspective of the game industry is still that of an outsider. He sees an industry driven by marketing possibilities—not clever games.

"A lot of companies, I believe they don't see game design as important," he says. "Some designers are told what to design. I don't think game design has enough respect."

Working for Wizards of the Coast makes him an insider, but his world is much different from that at the huge corporations that make games for the mass market.


"At Wizards of the Coast, there's no burden I can't overcome," he says. "They share my vision, that the quality of game design is important."

It's not unusual to find Garfield and his co-workers sitting around the office playing games. "It's business as usual if I'm playing a game at the office in the middle of the day," he says. And it's not unusual to catch Garfield playing *Magic* with his wife. They met while she was participating in a *Magic* testing group.

"The worst thing I could do would be to stop playing games," he says. "I know some game designers don't play games, but I have to play. Otherwise, it becomes inbreeding, all the games start looking the same."

Garfield isn't as concerned about finding future success along the lines of *Magic* as much as he is about keeping everything fresh.

"I don't have any fear," he says. "I know it's going to be my biggest hit."

But it's not going to be his only one. 



WHAT'S IN THE CARDS?

Richard Garfield has taken on a management role with Wizards of the Coast, but he still spends time creating, designing and developing games.

The bulk of his time is devoted to maintaining *Magic*. But while he created all of the cards for the game's initial run, he was down to a consulting role on the *Ice Age* expansion set.

His current duties call for him to review other work—both in-house projects and outside contributions. Among other projects at Wizards, Garfield has been or will be involved with:

Netrunner: While *Magic* was transforming Wizards of the Coast into a major player in the gaming market, the company found itself in position to purchase licenses, licenses and more licenses. Including the license to R. Talsorian Games' *Cyberpunk 2020* role-playing game, on which the *Netrunner* card game will be based. "The license was acquired at a time when we took in licenses very quickly," Garfield says. "I was particularly enthusiastic about this. I'm a fan of the whole cyberpunk genre." Garfield has designed the first draft of this game. *Netrunner* takes place about 30 years in the future and centers around cracking a computer network.

BattleTech: Garfield says this Deckmaster game is in design, but it hasn't been tested. It is based on FASA Corp.'s *BattleTech* robot combat game.

The Great Dalmati: Due out in February, this is "a card game no more complicated than Uno," says Garfield.

RoboRally: The point of Garfield's original meeting with Wizards of the Coast, *RoboRally* finally hit stores last fall—a decade after it was designed. Look for an expansion and a sister game this summer. The latter will take place in the same world, but the object will be something other than a race.

Middle-earth: In December 1993, Wizards of the Coast and Iron Crown Enterprises announced a licensing deal that would result in a Deckmaster game based on J.R.R. Tolkien's "The Hobbit" and "The Lord of the Rings" trilogy. As we enter 1995, there's still no sign of the game. "I haven't come up with a design that's true to the Tolkien name," Garfield says. "I won't be involved. I'm not a huge Tolkien fan. That project needs someone who is." Wizards of the Coast has a few people working on it, but it's still uncertain when—or if—the game will be released.

Other business: Garfield's working on acquiring one more major license, but he declined to comment on the specifics.



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How They Did It

DESIGNERS TALK ABOUT CREATING COLLECTIBLE CARD GAMES

by Jeofrey Vita
and Jeff Gomez

You want to create a collectible, customizable card game that will be so addictive and so much fun to play that customers will be camping out in front of their favorite stores just to get the first few cards? Join the club



Since Richard Garfield and Wizards of the Coast hooked gajillions of innocent gamers on *Magic: The Gathering* in 1993, the gaming market has been inundated with funny picture card games that bear more than just a passing resemblance to the original. Some are great games while others are nothing more than cheap knock-offs

We'll play brain surgeon with the designers of *Magic* and some of its competitors to see what separates the champs from the cheese.

MAGIC: THE GATHERING

Wizards of the Coast
Like Dr. Frankenstein's monster, Richard Garfield's *Magic: The Gathering* has grown well beyond the control of its creator. And with about one billion *Magic* cards in print Garfield's hairy beast shows no signs of fading into fad limbo.

With that in mind, it's hard to believe that *Magic* was the first game Garfield ever had published, despite 15 years of designing. So was *Magic* a fluke? Maybe. But then

again, maybe not. Garfield's background in collegiate algebra and many months of play-testing give *Magic* an edge few other card games can boast.

"Actually, the hardest part was the initial three months of thought," says Garfield, whose faraway gaze hides one of the sharpest minds in the business. "I had to come up with a chassis for the game which would handle my requirement that everyone should be able to play with any selection of cards they liked from the available cards."

But Garfield wasn't alone in designing the set. The ideas were his, but art came from outside sources, such as 26-year-old Alaska native Anson Maddocks, who has earned accolades for his work on the series.

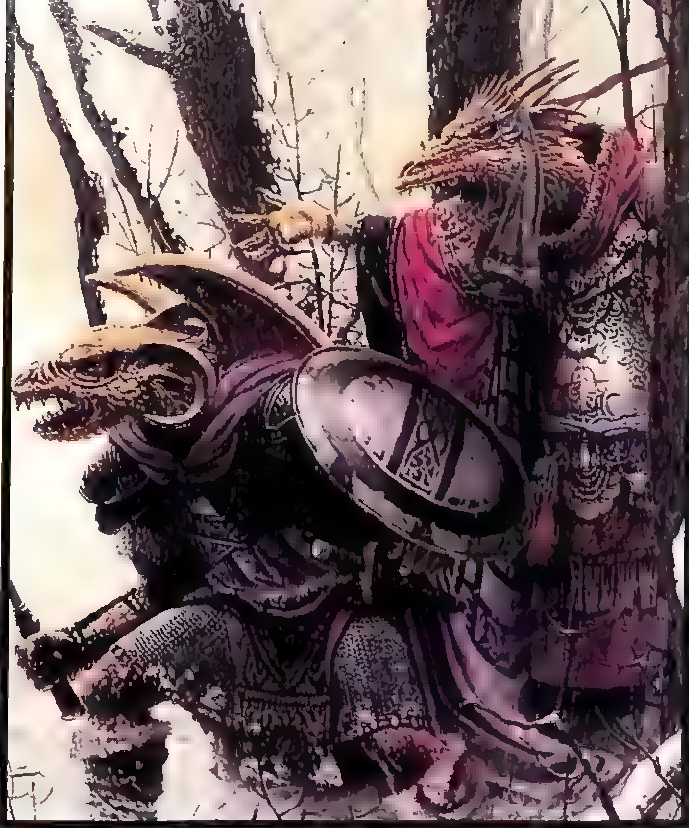
"It's definitely been a lot of fun," says Maddocks, whose favorite piece thus far is the Cyclopean Tomb. "I pursued a career in fine arts, but I never expected that it



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would lead to this!"

How does the process go? Card designers come up with a name, and that list of names goes to the art director. For Wizards, that's Jesper Myrfors. Myrfors calls the artists, who pick the pieces they want to do.

"The visual interpretation of the name is entirely up to the artist, so there's a lot of variety," Maddocks says. "I personally try to make things look as unusual as I can. I stay away from what people expect and try to stretch their imagination."

With so much room for interpretation, do artists ever encounter problems? "When I was given Urza's Mines, I thought I had a pretty good idea of what I would be drawing. So I painted four great-looking explosive mines. The next day, Jesper informs me that they're supposed to be mine shafts! Unfortunately, the deadline was the next day. I stayed up all that night and did up four new mines, plus Zorg's Altar, which had to be redone because there was already a design for it. My original Zorg's Altar is now the Onulet."

SPELLFIRE: MASTER THE MAGIC

TSR

Given the unparalleled success of *Magic: The Gathering*, could gaming industry giant TSR be far behind? Of course not.

The flimsier card stock and rehashed (though still cool) TSR artwork did tick off a lot of players at first, but more than a few

have stuck around to enjoy a game that isn't half bad.

"We wanted a collectible card game that would sell well to our AD&D [Advanced Dungeons & Dragons] role-playing fans," co-designer Jim Ward says. "So we came up with *Spellfire*!"

Loyal TSR fans have certainly not let Ward down. *Spellfire* continues to sell briskly, warranting several expansion sets based on various AD&D game worlds. Players can now choose from the gothic horror of *Ravenloft* or the drama of *Drag-*

onlance, among other settings.

At an average of 16 minutes per game, players still find an unlimited number of ways to cut loose with "killer decks." In play-testing sessions, such decks sparked debate over the power of certain cards. Eventually, designers were forced to scale down some overly potent cards to keep the game reasonably balanced. But some players continue to point out that an early lead can create a lopsided session. Says Ward, "The game is constantly evolving. We're still debugging, and we'll probably never stop!"

STAR TREK: THE NEXT GENERATION CUSTOMIZABLE CARD GAME

Decipher

When game designers Tom Braunlich and Rollie Tesh pitched an idea for a card game based on "Star Trek: The Next Generation," Decipher's president wasn't excited. But he reluctantly gave the go-ahead, and the enterprising designers created an involved and unique card game that puts its players in the middle of their own episode of "Star Trek: The Next Generation."

Braunlich and Tesh turned to a variety of sources for the game. The first was the show itself. The designers watched every episode, extracting bits and pieces for inclusion in the game. When the show wasn't quite enough, the pair enlisted the aid of "Trek" experts at Paramount as well as the "Star Trek Encyclopedia." Fellow game

designer Darwin Bromley also helped.

During play-testing, Braunlich and Tesh discovered that the game was developing a life of its own. So-called "killer decks" were popping up, only to be countered by even more powerful ones. Seemingly innocuous cards, when used in conjunction with other cards, formed formidable power plays.

"In one game, an Away Team from the U.S.S. Yamato beamed down to Malcor III when, suddenly, a Borg ship appeared out of nowhere," Tesh says. "When all seemed hopeless, an unstable wormhole miraculously appeared just long enough to swallow the Borg ship—all in just two moves of the game!"

This game, the most different from *Magic* of those we played, tended to achieve its lofty goals. And there were plenty of cool photos for us to admire as well.

SUPER DECK!

Card Sharks Inc.

Veteran game designer Marc Miller and Jim Hettinger didn't want to let the collectible trading card game concept pass them by. So they conceived the notion of combining comic book superheroes with a card game.

"One major problem with catering to the comic book audience was that I was really concerned with what I was putting in front of the youth that would be playing," Miller says. "I didn't want to put something disagreeable on a card. Also, there was the question of forcing one player to play a villain. I solved that by designing the game so that two battles take place at once. Each player plays a hero and a villain and both battles must be won to win the game." A politically correct rules system? Hmm.

Miller explains that he wanted a game that was "quick to learn and easy to play." The game itself is a "cascade of numbers." Sounds kind of crunchy.

ILLUMINATI: NEW WORLD ORDER

Steve Jackson Games

"INWO is a trading card game in which every weird thing you read in the tabloids is true and there are secret conspiracies everywhere," says designer Steve Jackson. Each player represents a group of the Illuminati, the "secret masters" behind everything from the Kennedy assassination to the cancellation of *Max Headroom*.

The objective of the game? "To take over the world, of course," says Jackson.

INWO is the trading card version of a card game released 10 years ago. Fans of the original *Illuminati* can rest assured that many of the game's mechanics remain the same.

As off-the-wall situations are the norm in *INWO*, Jackson has no worries about being compared to *Magic*. "In fact," he says, "Richard Garfield and all of Wizards of the Coast were very supportive of our project. He reviewed the game and even lent us some capital to have the cards printed. The printers were a little confused when they found out that their paychecks were being cut by a competitor."

ON THE EDGE

Atlas Games

"I don't know what gets into these guys' heads!" says game designer Jonathan Tweet of his deck-dealing counterparts at rival companies. "You need to have a system of checks and balances. You have to play-test a game like this half to death!"

Tweet, who's something of a math head, has recently garnered accolades for his elegantly easy cult favorite *On the Edge*. Based on his weird, William Burroughs-esque *Over the Edge* role-playing game, *On the Edge* plunges players into a surreal island setting where spies, psychics and youth gangs vie for power amidst layers of subterfuge.

"Some of these guys made incredible blunders," Tweet continues. "I'm stunned at the stupid mistakes I've found in games like *Spellfire* or *Super Deck*! It seems to be a case of too little, too fast."

Tweet and collaborator John Nephew sought to make the game flexible and blunder-free by using the Internet and play-test groups around the country. Character cards are played in ranks to reflect the levels of subterfuge portrayed in the RPG. Each family of cards has peculiar strengths and weaknesses. *On the Edge*'s unique cumulative point system and its toughness vs. influence teeter-totter struggle for victory indicate his success.

And how does Wizards of the Coast, Tweet's newest employer, feel about his having a hit game—about 10 million cards have been shipped—for a rival company?

"They have a certain *noblesse oblige* here," laughs Tweet. "Wizards of the Coast is not your average company. It wants to help the industry. And besides, I wrote it before coming here, and I asked permission *real* nicely." Then he admits, "If *Magic* were

not making gazillions of dollars, someone might have grumbled."

SIMCITY—THE CARD GAME

Mayfair Games

In 1990, Maxis Software released the city-building *SimCity* computer game to critical acclaim. Can lightning strike twice? That's what game designers Darwin Bromley, Lou Rexing, Tom Wham and Peter Bromley are hoping for when Mayfair Games releases *SimCity—The Card Game*.

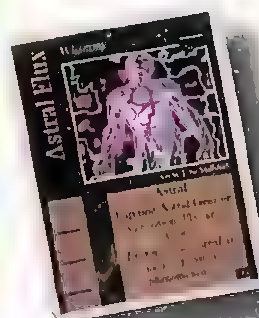
Like the computer game, the objective in *SimCity* is to build a settlement into a metropolis. During the game, players must survive disasters and amass a fortune of \$250. Various cards carry values of one "buck" and higher. Players take turns playing different cards to build their zones and their bank accounts. Certain cards can give players bonuses that quickly change the pace of any game. Other factors, such as controlling the City Council, a new aspect of the game, can also change the game's pace. Player greed is definitely a key factor in this incarnation of *SimCity*.

"Play-testing went pretty smoothly," says Faith Price, Mayfair's manager of corporate communications, "although the first test lasted well over eight hours! Then there were the seemingly endless rewrites that we had to take care of." Rewrites were necessary because unforeseeable, off-the-wall situations cropped up. For example, during a test game, one crafty player threw down a "long card" that entitled her to compound her bonuses. The wording on the card wasn't specific enough, and the player earned 72 bucks in one turn. Needless to say, that player won handily, and the card's been changed.

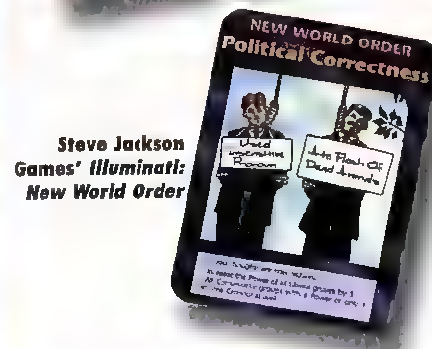
So what's the formula for card game success? Evidently, you have to define your audience, develop your concept, delve into your resources, decide game objectives, design game play and debug through play-testing...

...and having a degree in combinatorial mathematics couldn't hurt!

Jeffrey Vitas is the assistant editor of Armada and assistant manager for Acclaim Comics. Jeff Gomez is the Armada line editor for Acclaim Comics. They are co-plotting the *Magic: The Gathering—The Shadow Mage* and *Ice Age—A Magic: The Gathering Miniseries comic books* for Armada.



Atlas Game's
On the Edge



Steve Jackson
Games' *Illuminati:
New World Order*



Mayfair Games'
*SimCity—The Card
Game*



Decipher's
Star Trek: TNG



Card Sharks Inc.'s
Super Deck!

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H I S T O R Y O F ROLE-PLAYING GAMES

With the arrival of collectible card games, fantasyland just keeps getting bigger and bigger.

by Rick Swan



I spent the morning putting up shelves to hold the more than 300 role-playing games, expansion sets and source books that have trickled into my house during the past year. Trying to stay on top of the entire role-playing industry is getting to be hard work. And you thought keeping up with the supplements for *Magic: The Gathering* was tough!

The recent explosion in role-playing games (RPGs) has many people assuming that the concept originated with *Dungeons & Dragons*. But the roots of RPGs go back at least to the 18th century, when European aristocrats amused themselves by pushing toy soldiers around tile floors to simulate military engagements. Elements of RPGs also appeared in *Prince Valiant*, an obscure 1950s board game based on the comic strip, and in the theatrical presentations of the Society for Creative Anachronism in the mid- to late 1960s.

The first recognizable RPG was born in a Wisconsin basement in the early 1970s. Gary Gygax, an insurance man with a penchant for design-

ing games, was putting some finishing touches on a tactical combat game of the Middle Ages called *Chainmail*—complete with knights, lances and castles. As an afterthought, Gygax and co-conspirator Jeff Perren added a magic supplement that allowed knights to fling fireballs as well as smite each other with swords. The game was a flop, but the supernatural seeds had been planted.

In 1974, Gygax and Dave Arneson published the first version of *Dungeons & Dragons*, which combined the combat rules of *Chainmail* with the fantasy traditions popularized by *Lord of the Rings* author J.R.R. Tolkien. The game didn't look like much—three miserable booklets with ambiguous

rules and amateur-hour graphics. But it introduced a set of innovations that characterize RPGs to this day.

Participants assumed the roles of imaginary personalities (player characters) with traits and skills measured by numerical ratings; a warrior with a strength score of 15 was more likely to smash open a door than a wizard with a strength of eight. An impartial referee (the Dungeon Master) described a scene in an imaginary world, then the players announced how their characters reacted. The referee tossed dice—including four-, six- and 12-sided varieties—to determine the outcome. Taken together, the scenes composed an improvised story that, in the hands of an experienced group, could be as memorable as a rich novel.

D&D stunned the hobby world by selling a million copies during its first six years. Gygax quit his insurance job.

In the wake of *D&D*, publishers knocked each other down in a rush to crank out their own RPGs. In the past two decades, hundreds of RPGs covering every conceivable genre have popped up. Want to play a Vietnam vet? Check out *Recon*. A spirit from the

THE LORD OF THE RINGS™ & © J.R.R. TOLKIEN TSR LOGO™ & © TSR INC.



THE ROLE- PLAYING TIMELINE

1974

Dungeons & Dragons (TSR): The first expansion modules are released shortly after the ground-breaking *D&D* game.

1976

The Dragon Magazine (TSR): First gaming magazine.



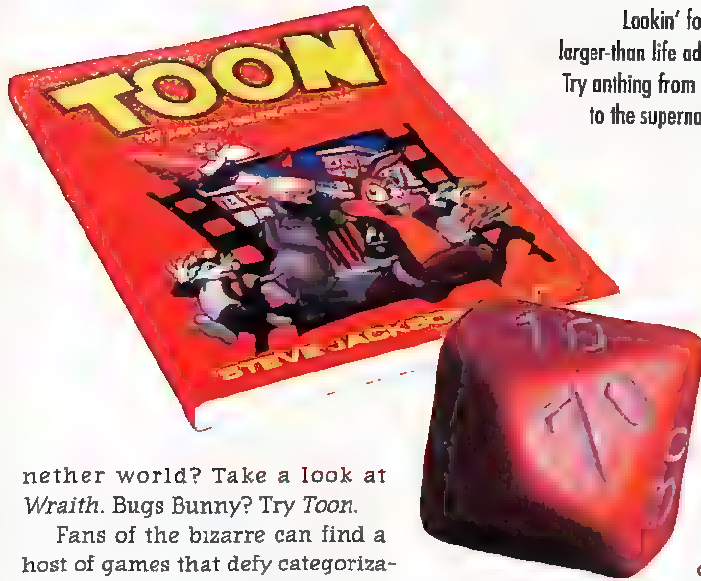
1978

RuneQuest (Chaosium): Introduces Glorantha, first fully developed fantasy world.

1977

Traveller (GDW): First serious science fiction RPG.

ADVANCED DUNGEONS & DRAGONS™ & © TSR, INC. VAMPIRE: THE MASQUERADE™ & © WHITE WOLF, INC. TOON™ & © STEVE JACKSON GAMES, INC. MACHO WOMEN WITH GUNS™ & © GREG PORTER.



Lookin' for
larger-than life adventures?
Try anything from cartoons
to the supernatural.



nether world? Take a look at *Wraith*. Bugs Bunny? Try *Toon*.

Fans of the bizarre can find a host of games that defy categorization. *Teenagers From Outer Space* stages extraterrestrial showdowns in shopping malls and fast-food joints. *Macho Women With Guns* serves up Amazonian duels with killer rabbits and drunken frat boys and offers an expansion kit called *Bat-Winged Bimbos From Hell*. The tone of many modern RPGs is grimmer, edgier, because players raised on slasher films and Image Comics tend to dismiss the fairy tale ambience of *D&D* as kid's stuff. The blood-splattered *Vampire: The Masquerade* bears about as much resemblance to *D&D* as *Deathblow* does to *Superman's* pal Jimmy Olsen.

Formats have changed along with subject matter. The tacky pamphlets of the

original *D&D* have been replaced by elaborate boxed sets packed with maps and posters. The *Horror on the Orient Express* supplement for *Call of Cthulhu* includes luggage stickers and a cardboard voodoo doll; *Bullwinkle and Rocky* uses plastic hand puppets. TSR, the publisher of *D&D*, has experimented with video tapes and compact discs featuring adventure clues and referee tips.

Complex rule books are as thick as phone directories: the *Advanced Dungeons & Dragons* rules take up more than 400 pages, and the two volumes of *Aria*—where players assume the roles of entire countries—contain a whopping 800 pages. But endless chapters of dry rules have given way to texts with personality; RPG rules have actually become fun to read.

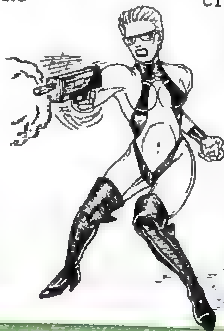
The collectible card game is the latest incarnation in the RPG

dynasty. Sure, card games lack *Dungeon Masters*, 12-sided dice and 10-pound rule books. But consider the similarities. In both types of games, players assume the role of someone else; the *Magic* player doesn't use a character sheet, but he's still pretending to be a wizard. *Magic* has life points; *D&D* has hit points, which are virtually identical. The *RuneQuest* RPG introduced a *Magic*-like spell-casting system, where players accumulate points that enable them to manipulate supernatural effects. Many card games come directly from RPGs: the *Over the Edge* RPG gave birth to the *On the Edge* card game, while the *Spellfire* card game lifts its monsters and artifacts from *Dark Sun*, *Dragonlance* and other *Advanced Dungeons & Dragons* products.

The most notable similarity, however, is the dominance of the game world—an internally consistent, vividly imagined environment that supports a strong narrative.

"We notice a lot of interest in the game world from talk on the Internet and the mail we receive," says John

Whatever world you choose, the possibilities are endless. You can even play an animal activist...



1981

Call of Cthulhu (Chaosium): Groundbreaking horror game based on the stories of H.P. Lovecraft.

1983

Advanced Dungeons & Dragons (TSR): An upgrade of *D&D*, *AD&D* remains the hobby's biggest seller and most popular game.

Star Trek (FASA): Faithful adaptation of the first "Trek" series; early RPG based on a licensed property. *Villains & Vigilantes* (Fantasy Game Unlimited): First superhero RPG.

1984

1985

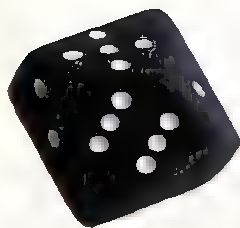
DC Heroes (Mayfair): Sophisticated treatment of entire DC Universe.

Dragonlance (TSR): *AD&D* variant allowed players to recreate scenes from simultaneously published novels. *Marvel Super Heroes* (TSR): Entry-level RPG featuring Spider-Man, the X-Men and the Fantastic Four.

1979



HISTORY OF ROLE-PLAYING GAMES



Nephew, president of Atlas Games and co-creator of *On the Edge*. "Both role-playing games and card games are based on the desire to tell stories. They just use different approaches."

Role-players learn about their world through free-form adventures, card players through text on the cards. Both methods encourage players to excavate their worlds a piece at a time, an experience that can be maddeningly addictive. Hard-core gamers gobble up scraps of information as fast as publishers dish them out. And what's Nephew hearing over the Internet? "We want more!"

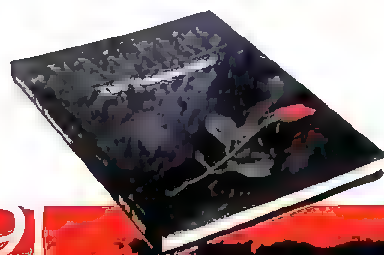
Judging from last year's Gen Con Game Fair where thousands of *D&D* aficionados and *Magic* fanatics scrambled for floor space in the Milwaukee Convention Center,

role players and card players have quite a bit in common. "We find a lot of crossover between the role-playing and card game markets," Nephew says. "Role players are among card games' biggest fans." The relationship is bound to grow, as RPG and card game designers continue to share worlds and borrow mechanics. Nephew feels we've barely gotten our feet wet, imagining, for instance, an RPG that incorporates a card game to handle the spellcasting system. "There are many interesting mixtures and permutations." A *Magic* RPG? Don't bet against it.

The intense interest in Dominia, the multiverse in which *Magic* takes place, caught its publisher, Wizards of the Coast, by surprise. They responded with five expansion sets, and more are planned. They're finding out what role-playing publishers have known for a long time: Game worlds, whether they come from cards or RPGs, are infinitely expandable and generate an insatiable appetite for detail from dedicated players.

And you know what that means—I'm going to need more shelves.

Rick Swan, columnist for *Dragon Magazine*, has designed and edited nearly 50 role-playing products.



1986

1991

GURPS (Steve Jackson Games): A Generic Universal Role Playing System for any genre, setting or character type.

Vampire: The Masquerade (White Wolf): First entry in the go-for-the-throat Storyteller line, followed by *Werewolf: The Apocalypse*. **Amber** (Phage Press): First diceless RPG.

1987

Star Wars (West End): Innovative adaptation of the film trilogy.

1993

Wizards OF THE COAST

Magic: The Gathering (Wizards of the Coast): Card craze begins.

1994

First Quest (TSR): AD&D variant using an audio compact disc.

In the southern oceans of Dominia Prime lay a continent of great kingdoms. Far from the war between Urza and Mishra, the lands of Sarpadia prospered. But as the climate changed, resources dwindled and empires crumbled. Hideous new species arose in the forests and seas, forcing the Sarpadians to fight for their very survival; Icatian towns mustered Phalanxes to defend themselves from Ore Raiders and the misbegotten spawn of uncontrolled black magic. Recruit these toughened warriors and vicious predators for your duels, But beware lest you fare no better than the

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THE GUIDE TO COMICS



INQUEST

CARD PRICE GUIDE

HOW TO USE THIS PRICE GUIDE

Repeat after me: The following *InQuest* game card price guide is as accurate and up-to-date as we could make it. There's some other stuff you should know, too.

The prices listed are for cards in Near Mint condition. Near Mint cards should be as glossy and colorful as they were on the day they came out of their packages. The focus should be good, and a very small printer's mark is acceptable. Basically, Near Mint cards are well-printed and virtually free of any signs of use.

The *Magic* price guide lists low and high prices, which are just that: the lowest and highest prices being charged for a

given card in these here United States. Remember, though, that all values listed in these pages are only guides; prices may vary depending upon the local availability and popularity of a card.

There are several editions of *Magic: The Gathering*. The first edition is actually split up into Alpha and Beta sets, both of which have black borders. The Beta cards are identifiable by their smaller corner radii. The next edition of *Magic* is called the Unlimited edition, it, like all subsequent printings of *Magic: The Gathering*, has white borders. Wizards of the Coast followed up with the Revised edition, which removed cards that were too powerful or confusing.

CARD RATINGS

- ***** **THE BEST.** These are cards that should fit nicely into virtually every deck. Creatures with a five-star rating are usually game-breakers; they're the ones that your opponents will pool all of their resources into eliminating. Five-star spells are usually worth adding to a deck even if they are of the wrong color. Cards such as City of Brass, Celestial Prism and Mana Batteries can be used to produce the appropriate color of mana.
- **** **EXCELLENT.** These are the cards that go into winning decks. They're not always worth going out of your way to accommodate, but if the color is right, these cards should find a place in most decks.
- *** **AVERAGE.** For the most part, these cards help round out a well-tuned deck. Many cards in this category complement a variety of other cards that may be in your deck. Which cards you use from this category depend largely on what your deck concept is, and on what four- and five-star cards your deck contains.

- ** **POOR.** This category includes many common creatures and spells that are often passed over in favor of more powerful cards that have similar casting costs. It also includes cards that may seem powerful at first glance, but are actually discarded more often than played.

- **THE WORST.** There are three basic types of cards in this category. The first are those that can duplicate the abilities of another card, but at a higher casting cost or other demand on the caster. The second includes spells whose uses are very obscure. There may be an average card combination that includes these cards, but they are often too difficult to execute in order to be worth your while. Finally, there are cards that seem to be "fillers." They often leave players wondering if there is a good use for such cards. Usually, there isn't.

- **INAPPLICABLE.** These cards are basic lands. You can't win a game playing only these cards, but you can't win without 'em, either.

AC	Artifact Creature	INS	Instant
ART	Artifact	INT	Interrupt
EA	Enchant Artifact	LAN	Land
EC	Enchant Creature	SC	Summon Creature
EE	Enchant Enchantment	SOR	Sorcery
EL	Enchant Land	C	Common
EN	Enchantment	U	Uncommon
EW	Enchant World	R	Rare

MAGIC The Gathering™



ALPHA

Full Alpha Set (295) \$1,875.00 \$2,860.00
Unlisted Alpha cards are worth 3 to 4 times equivalent Revised cards.

Name	Kind	Rarity	Rating	Low Price	High Price
ARTIFACTS					
Basalt Monolith	ART	U	**	6.00	10.00
Black Lotus	ART	R	*****	80.00	100.00
Chaos Orb	ART	R	*****	35.00	55.00
Copper Tasset	ART	U	**	6.00	8.00
Cyclopean Tomb	ART	R	*****	40.00	65.00
Forcefield	ART	R	*****	45.00	70.00
Gountlet of Might	ART	R	*****	50.00	80.00
Hawking Mine	ART	R	*****	10.00	12.50
Icy Manipulator	ART	U	*****	25.00	45.00
Illusory Mask	ART	R	***	20.00	35.00
Jade Statue	ART	U	*****	8.00	18.00
Juggernaut	AC	U	**	4.00	5.00
Max Emerald	ART	R	*****	45.00	70.00
Max Jet	ART	R	*****	45.00	70.00
Max Pearl	ART	R	*****	45.00	70.00

Name	Kind	Rarity	Rating	Low Price	High Price
Mox Ruby	ART	R	*****	45.00	70.00
Mox Sapphire	ART	R	*****	45.00	70.00
Time Vault	ART	R	*****	40.00	60.00
BLACK					
Demonic Hordes	SC	R	*****	18.00	25.00
Drain Life	SOR	C	***	6.00	8.00
Gloom	EN	U	*****	2.50	3.50
Lich	EN	R	**	25.00	45.00
Lord of the Pit	SC	R	*****	18.00	25.00
Nightmare	SC	R	*****	18.00	25.00
Royal Assassin	SC	R	*****	15.00	20.00
Sinkhole	SOR	C	***	4.00	7.50
Will-o'-the-Wisp	SC	R	*****	9.00	12.50
Word of Command	INS	R	*	25.00	45.00
Zombie Master	SC	R	**	10.00	12.50

BLUE					
Ancestral Recall	INS	R	*****	35.00	45.00
Brainsear	SOR	R	*****	10.00	13.00
Clone	SC	U	****	2.50	4.00
Control Magic	EC	U	*****	2.50	3.50
Copy Artifact	EN	R	****	8.00	12.00
Counterspell	INT	U	*****	4.00	5.00
Drain Power	SOR	R	****	11.00	15.00
Invisibility	EC	C	****	7.50	12.00
Lord of Atlantis	SC	R	***	12.00	20.00
Magical Hack	NT	R	****	12.00	18.00
Mahamoh Djinn	SC	R	*****	11.00	15.00
Mana Short	INS	R	****	11.00	18.00
Phantasmal Forces	SC	U	**	3.00	4.00
Psionic Blast	INS	U	****	7.00	10.00
Sleight of Mind	INT	R	*****	11.00	17.00
Time Walk	SOR	R	*****	40.00	55.00
Timecaster	SOR	R	*****	35.00	45.00
Twiddle	INS	C	*****	7.00	10.00
Unsummon	INS	C	***	.50	1.00
Vesuvan Doppelganger	SC	R	*****	12.00	18.00
Volcanic Eruption	SOR	R	***	10.00	15.00

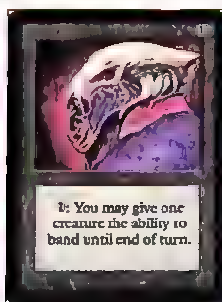
GREEN					
Aspect of Wolf	EC	R	****	11.00	14.00
Berserk	INS	U	*****	12.00	17.00
Birds of Paradise	SC	R	*****	14.00	24.00
Camouflage	INS	U	***	7.00	10.00

Name	Kind	Rarity	Rating	Low Price	High Price
Channel	SOR	U	***	3.00	6.00
Cockatrice	SC	R	*****	12.00	18.00
Elvish Archers	SC	R	**	15.00	25.00
Force of Nature	SC	R	****	20.00	30.00
Fungusaur	SC	R	***	13.00	20.00
Gaea's Liege	SC	R	*****	15.00	25.00
Ice Storm	SOR	U	***	8.00	11.00
Natural Selection	INS	R	*	25.00	40.00
Regrowth	SOR	U	*****	2.00	3.00
Thicker Basilisk	SC	U	****	4.00	6.00
Timber Wolves	SC	R	***	10.00	15.00

RED					
Dwarven Demolition...	SC	U	***	7.00	12.00
Earthquake	SOR	R	***	10.00	15.00
False Orders	INS	C	****	4.00	6.00
Fork	INT	R	*****	15.00	22.00
Goblin King	SC	R	***	11.00	18.00
Ironclaw Orcs	SC	C	*	4.00	5.00
Mana Flare	EN	R	****	9.00	15.00
Orcish Artillery	SC	U	****	5.00	8.00
Orcish Gafflinger	EN	U	***	6.00	10.00
Raging River	EN	R	***	25.00	45.00
Red Elemental Blast	INT	C	*****	2.00	3.00
Rock Hydra	SC	R	***	20.00	30.00
Sedge Troll	SC	R	***	15.00	25.00
Shivan Dragon	SC	R	*****	15.00	25.00
Two-Headed Giant	SC	R	****	35.00	50.00
Wall of Fire	SC	U	***	2.50	4.00
Wall of Stone	SC	U	***	2.50	4.00
Wheel of Fortune	SOR	R	*****	10.00	20.00

WHITE					
Armageddon	SOR	R	*****	11.00	20.00
Black Ward	EC	U	****	1.25	2.00
Blaze of Glory	INS	R	***	25.00	40.00
Blue Ward	EC	U	***	1.25	2.00
Circle of Protection: Red	EN	C	****	.50	.75
Consecrate Land	EL	U	****	7.00	12.00
Conversion	EN	U	*****	2.50	4.50
Crusade	EN	R	****	10.00	18.00
Death Ward	INS	C	****	.50	1.00
Green Ward	EC	U	****	1.25	2.00
Island Sanctuary	EN	R	**	15.00	25.00
Karnaz	EN	U	*****	4.00	5.00

Name	Kind	Rarity	Rating	Low Price	High Price
Northern Paladin	SC	R	★★★★	14.00	20.00
Personal Incarnation	SC	R	★★	12.00	20.00
Red Ward	EC	U	★★★★	1.25	2.00
Reverse Damage	INS	R	★★★★	10.00	15.00
Righteousness	INS	R	★★★★	10.00	15.00
Savannah Lions	SC	R	★★	10.00	15.00
Serra Angel	SC	U	★★★★	10.00	15.00
Veteran Bodyguard	SC	R	★★★★	11.00	12.00
White Knight	SC	U	★★★★	4.00	6.00
White Ward	EC	U	★★	1.25	1.50
Wrath of God	INS	R	★★★★	11.00	18.00



BETA/UNLIMITED

Full Beta Set (302) \$1,350.00 \$2,125.00
 Full Unlimited Set (302) 1,125.00 1,775.00
 Prices are for Beta cards. Unlisted Beta cards are worth 2 to 2.5 times equivalent Revised cards.
 Unlimited cards are worth 0.8 times equivalent Beta cards.

Name	Kind	Rarity	Rating	Low Price	High Price
ARTIFACTS					
Basalt Monolith	ART	U	★★	1.50	2.50
Black Lotus	ART	R	★★★★	70.00	90.00
Black Vise	ART	U	★★★★	1.00	1.50
Celestial Prism	ART	U	★★★★	1.00	2.50
Chaos Orb	ART	R	★★★★	30.00	45.00
Clockwork Beast	AC	R	★★	6.00	8.00
Copper Tablet	ART	U	★★	2.00	3.00
Crystal Rod	ART	U	★★	1.00	2.00
Cyclopean Tomb	ART	R	★★★★	20.00	40.00
Dingus Egg	ART	R	★★	4.00	6.00
Forcefield	ART	R	★★★★	35.00	60.00
Gravel of Might	ART	R	★★★★	40.00	70.00
Helm of Chazduk	ART	R	★★	5.00	7.00
Howling Mine	ART	R	★★★★	5.00	8.00
Icy Manipulator	ART	U	★★★★	20.00	40.00
Illusory Mask	ART	R	★★	20.00	30.00
Iron Star	ART	U	★★	1.00	3.00
Ivory Cup	ART	U	★★	1.00	2.000
Jade Statue	ART	U	★★★★	5.00	15.00
Jayemdae Tome	ART	R	★★★★	5.00	7.00
Kormus Bell	ART	R	★★	5.00	8.00
Library of Leng	ART	U	★★	2.00	4.00
Mono Vault	ART	R	★★	4.00	6.00
Mox Emerald	ART	R	★★★★	40.00	60.00
Mox Jet	ART	R	★★★★	40.00	60.00
Mox Pearl	ART	R	★★★★	40.00	60.00
Mox Ruby	ART	R	★★★★	40.00	60.00
Mox Sapphire	ART	R	★★★★	40.00	60.00
Nevynral's Disk	ART	R	★★★★	5.00	7.00
Sol Ring	ART	U	★★	4.00	8.00
Soul Net	ART	U	★★	1.00	2.00
Throne of Bone	ART	U	★★	1.00	1.50
Time Vault	ART	R	★★★★	30.00	40.00
Winter Orb	ART	R	★★	4.00	7.00
Wooden Sphere	ART	U	★★	1.00	2.00

BLACK

Name	Kind	Rarity	Rating	Low Price	High Price
Animate Dead	EC	U	★★★★	1.25	2.00
Bad Moon	EN	R	★★	10.00	15.00
Cursed Land	EL	U	★★	1.25	2.00
Dark Ritual	INT	C	★★★★	.25	.50
Darkpact	SOR	R	★★★★	4.00	6.00
Deathgrip	EN	U	★★	1.50	3.00
Demonic Hordes	SC	R	★★★★	6.00	8.00
Demonic Tutor	SOR	U	★★★★	2.00	3.00
Evil Presence	EL	U	★★	1.25	1.50
Fear	EC	C	★★★★	.25	.50
Gloom	EN	U	★★	1.00	2.00
Lich	EN	R	★★	20.00	40.00
Lord of the Pit	SC	R	★★	12.00	18.00
Nether Shadow	SC	R	★★	5.00	7.00

Name	Kind	Rarity	Rating	Low Price	High Price
Nothing Imp	SC	U	★★★★	1.00	2.00
Paralyze	EC	C	★★	.25	.50
Pestilence	EN	C	★★★★	.25	.50
Plague Rats	SC	C	★★	.25	.50
Raise Dead	SOR	C	★★	.25	.50
Sacrifice	INT	U	★	1.00	2.00
Scavenging Ghoul	SC	U	★★	1.00	2.00
Sengir Vampire	SC	U	★★★★	3.00	5.00
Simulacrum	INS	U	★★★★	1.00	2.00
Sinkhole	SOR	C	★★	3.00	6.00
Terror	INS	C	★★★★	.25	.50
Warp Artifact	EA	R	★★	4.00	6.00
Weakness	EC	C	★★★★	.25	.50
Word of Command	INS	R	★	20.00	40.00

BLUE

Name	Kind	Rarity	Rating	Low Price	High Price
Ancestral Recall	INS	R	★★★★	30.00	40.00
Animate Artifact	EA	U	★★	1.00	2.00
Brainweaver	SOR	R	★★★★	5.00	7.00
Clone	SC	U	★★★★	1.50	2.50
Control Magic	EC	U	★★★★	1.50	2.00
Copy Artifact	EN	R	★★★★	5.00	7.00
Creature Bond	EC	C	★★	.25	.50
Drain Power	SOR	U	★★★★	5.00	7.00
Feedback	EE	U	★★	1.00	2.00
Invisibility	EC	C	★★★★	6.00	10.00
Phantasmal Terrain	EL	C	★★★★	.25	.50
Pirate Ship	SC	R	★★	4.00	6.00
Power Leak	EE	C	★★	.25	.50
Power Sink	INT	C	★★	.25	.50
Psionic Blast	INS	U	★★	5.00	8.00
Psychic Venom	EL	C	★★	.25	.50
Sea Serpent	SC	C	★★	.25	.50
Siren's Call	INS	U	★★	1.00	2.00
Sleight of Mind	INT	R	★★★★	4.00	7.00
Spell Blast	INT	C	★★	.50	1.50
Stasis	EN	R	★★	4.00	7.00
Time Walk	SOR	R	★★★★	25.00	40.00
Timetwister	SOR	R	★★★★	25.00	40.00
Twiddle	INS	C	★★★★	5.00	8.00
Unsummon	INS	C	★★	.20	.25
Vesuvan Doppelganger	SC	R	★★★★	8.00	12.00
Volcanic Eruption	SOR	R	★★	4.00	7.00
Wall of Water	SC	U	★★	1.00	1.50

GREEN

Name	Kind	Rarity	Rating	Low Price	High Price
Berserk	INS	U	★★★★	10.00	15.00
Birds of Paradise	SC	R	★★★★	6.00	10.00
Camouflage	INS	U	★★	6.00	8.00
Channel	SOR	U	★★	1.00	1.40
Fog	INS	C	★★	.25	.25
Force of Nature	SC	R	★★★★	8.00	10.00
Fungusaur	SC	R	★★	6.00	8.00
Gaea's Liege	SC	R	★★★★	6.00	8.00
Ice Storm	SOR	U	★★	6.00	8.00
Instill Energy	EC	U	★★	1.00	1.50
Kudzu	EL	R	★	4.00	6.00
Ley Druid	SC	U	★★	1.00	1.50
Lifeforce	EN	U	★★	1.00	1.50
Living Artifact	EA	R	★★	4.00	7.00
Living Lands	EN	R	★★	6.00	9.00
Llanowor Elves	SC	C	★★	.25	.25
Natural Selection	INS	R	★★	20.00	30.00
Regrowth	INS	U	★★★★	1.00	2.00
Wanderlust	EC	U	★★	1.00	2.00
Wild Growth	EL	C	★★	.40	1.00

RED

Name	Kind	Rarity	Rating	Low Price	High Price
Disintegrate	SOR	C	★★★★	.25	.50
Dragon Whelp	SC	U	★★	2.00	3.00
Dwarven Demolition...	SC	U	★★	6.00	10.00
Dwarven Warriors...	SC	C	★★	.25	.50
Earthbind	EC	C	★★	.25	.40
False Orders	INS	C	★★	3.00	5.00
Fork	INT	R	★★★★	12.00	20.00
Goblin Balloon Brigade	INT	U	★★	1.00	2.00
Goblin King	SC	R	★★	7.00	10.00
Granite Gargoyle	SC	R	★★	5.00	8.00
Ironclaw Orcs	SC	C	★★	2.00	3.00
Keldon Warlord	SC	U	★★	2.00	3.00
Mono Flare	EN	R	★★	5.00	8.00
Manabombs	EN	R	★★	4.00	6.00
Orchard Artillery	EN	U	★★	1.00	2.00
Orish Onifarmme	EN	U	★★	1.00	2.00
Power Surge	EN	R	★★★★	4.00	6.00
Raging River	EN	R	★★	20.00	40.00
Rock Hydra	EN	R	★★	7.00	10.00
Sedge Troll	SC	R	★★	5.00	7.00
Stone Giant	SC	U	★★	1.00	1.50
Tunnel	SOR	U	★★	1.00	2.00

Name	Kind	Rarity	Rating	Low Price	High Price
Two-Headed Giant	SC	R	★★★★	30.00	45.00
Wall of Fire	SC	U	★★	1.00	1.50
Wheel of Fortune	SOR	R	★★★★	6.00	8.00

WHITE

Name	Kind	Rarity	Rating	Low Price	High Price
Balance	SOR	R	★★★★	5.00	8.00
Blaze of Glory	INS	R	★★	20.00	35.00
Blessing	EC	R	★★	5.00	7.50
Castle	EN	L	★★	1.00	2.00
Consecrate Land	EL	U	★★	5.00	10.00
Conversion	EN	U	★★★★	1.00	2.00
Disenchant	INS	C	★★★★	.25	.50
Farmstead	EL	R	★	4.00	6.00
Holy Armor	EC	C	★★	.25	.50
Karma	EN	U	★★★★	1.00	2.00
Personal Incarnation	SC	R	★★	7.00	9.00
Resurrection	SOR	U	★★★★	1.00	1.50
Serra Angel	SC	U	★★★★	7.00	12.00
Swords to Plowshares	INS	L	★★★★	1.00	1.00
Veteran Bodyguard	SC	R	★★★★	7.00	10.00
Wrath of God	INS	R	★★★★	7.00	10.00

LANDS

Name	Kind	Rarity	Rating	Low Price	High Price
Badlands	LAN	R	★★★★	6.00	9.00
Bayou	LAN	R	★★★★	6.00	9.00
Plateau	LAN	R	★★★★	10.00	15.00
Savannah	LAN	R	★★★★	6.00	9.00
Scrubland	LAN	R	★★★★	6.00	9.00
Taiga	LAN	R	★★★★	6.00	9.00
Tropical Island	LAN	R	★★★★	6.00	9.00
Tundra	LAN	R	★★★★	6.00	9.00
Underground Sea	LAN	R	★★★★	6.00	9.00
Volcanic Island	LAN	R	★★★★	6.00	9.00

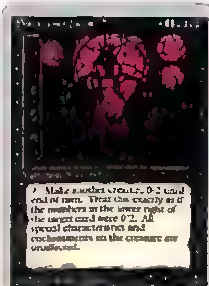


REVISED EDITION

Full Set (302) \$485.00 \$725.00

Name	Kind	Rarity	Rating	Low Price	High Price
ARTIFACTS					
Aladdin's Lamp	ART	R	★★★★	3.00	4.00
Aladdin's Ring	ART	R	★★★★	3.00	4.00
Ankh of Mishra	ART	R	★★	2.00	3.00
Armageddon Clock	ART	R	★★	2.00	3.00
Basalt Monolith	ART	U	★★	.50	1.00
Black Vise	ART	U	★★★★	1.00	2.00
Battle of Suleiman	ART	R	★★	2.00	3.00
Brass Man	AC	U	★★	.50	1.00
Celestial Prism	ART	U	★★★★	.50	1.00
Clockwork Beast	AC	R	★★	3.00	4.50
Conservator	ART	U	★★	.50	1.00
Crystal Rod	ART	U	★★	.50	1.00
Dancing Scimitar	AC	R	★★	2.00	3.00
Dingus Egg	ART	R	★★	2.00	3.00
Disrupting Scepter	ART	R	★★	2.00	3.00
Dragon Engine	AC	R	★★	2.00	3.00
Ebony Horse	ART	R	★	3.00	5.00
Flying Carpet	ART	R	★★	2.00	3.00
Glasses of Urza	ART	U	★★	.50	1.00
Helm of Chazduk	ART	R	★★	3.00	4.00
Hive, The	ART	R	★★	3.00	5.00
Howling Mine	ART	R	★★★★	4.00	6.00
Iron Star	ART	L	★★	.50	1.00
Ivory Cup	ART	L	★★	.50	1.00
Ivory Tower	ART	R	★★★★	3.00	4.00
Jade Monolith	ART	R	★★	2.00	3.00
Jandar's Ring	ART	R	★★	2.00	3.00
Jandar's Saddlebags	ART	R	★★	2.00	3.00
Jayemdae Tome	ART	R	★★★★	2.00	3.00
Juggernaut	AC	U	★★	1.00	2.00
Kormus Bell	ART	R	★★	3.00	5.00
Library of Leng	ART	U	★★	.75	1.25
Living Wall	AC	U	★★★★	.50	1.00

Name	Kind	Rarity	Rating	Low Price	High Price
Mono Vault	ART	R	■	2.00	2.00
Meekstone	ART	R	■■■■	3.00	4.00
Millstone	ART	R	■■■■	2.00	3.00
Mishra's War Machine	AC	R	■	3.00	5.00
Neivynral's Disk	ART	R	■■■■	3.00	5.00
Obsidian Golem	AC	U	■■■	.50	1.00
Oulet	AC	R	■■	2.00	3.00
Omithopter	AC	U	■■	.30	.60
Primal Clay	AC	R	■■	2.00	3.00
Rock, The	ART	U	■■■	1.00	2.00
Rocket Launcher	ART	R	■■■	2.00	3.00
Rod of Ruin	ART	U	■■■	.50	1.00
Sol Ring	ART	U	■■■■	1.00	2.00
Soul Net	ART	U	■■	.50	1.00
Sunglasses of Urza	ART	R	■■■■	3.00	5.00
Throne of Bone	ART	U	■■	.50	1.00
Winter Orb	ART	R	■■	2.00	3.00
Wooden Sphere	ART	U	■■	.50	1.00



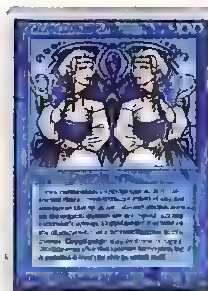
BLACK

Animate Dead	EC	U	■■■■	.50	1.00
Bad Moon	EN	R	■■■	4.00	5.00
Black Knight	SC	U	■■■■	.75	2.00
Bag of Wraith	SC	U	■■■	.75	1.00
Contract from Below	SOR	R	■■	2.00	3.00
Cursed Land	EL	U	■■■	.50	1.00
Dark Ritual	INT	C	■■■	.25	.50
Darkpact	SOR	R	■■■■	2.00	2.50
Deathgrip	EN	U	■■■	.50	1.00
Deathlace	INT	R	■■■	2.00	2.00
Demonic Attorney	SOR	R	■■	2.00	3.00
Demonic Hordes	SC	R	■■■■	5.00	7.00
Demonic Tutor	SOR	U	■■■■	1.00	2.00
Drain Life	SOR	C	■■■	.10	.20
Drudge Skeletons	SC	C	■■■■	.10	.20
El-Hajjaj	SC	R	■■■	3.00	5.00
Eng Raiders	SC	C	■■	.10	.20
Evil Presence	EL	U	■■■	.50	1.00
Fear	EC	C	■■■■	.10	.20
Frozen Shade	SC	C	■■■	.10	.20
Gloom	EN	U	■■■	1.00	2.00
Howl from Beyond	INS	C	■■■■	.10	.20
Hypnotic Spectre	SC	U	■■■	1.00	2.00
Lord of the Pit	SC	R	■■■	5.00	8.00
Mind Twist	SOR	R	■■■	4.00	5.00
Neither Shadow	SC	U	■■■	2.00	3.00
Nettling Imp	SC	U	■■■■	.50	1.00
Nightmare	SC	R	■■■	6.00	10.00
Paralyze	EC	C	■■■	.10	.20
Pestilence	EN	C	■■■■	.10	.20
Plague Rats	SC	C	■■	.25	.50
Raise Dead	SOR	C	■■■	.10	.20
Royal Assassin	SC	R	■■■■	7.00	10.00
Sacrifice	INT	U	■	.50	1.00
Scathe Zombies	SC	C	■■■	.10	.20
Scavenging Ghoul	SC	U	■■■	.50	1.00
Sengir Vampire	SC	U	■■■■	1.00	2.00
Simulacrum	INS	U	■■■■	.50	1.00
Sorceress Queen	SC	R	■■■	3.00	5.00
Terror	INS	C	■■■	.10	.20
Unholy Strength	EC	C	■■■	.10	.20
Wall of Bone	SC	U	■■■	.50	1.00
Warp Artifact	EA	R	■■■	2.00	4.00
Weakness	EC	C	■■■	.10	.20
Will-O'-The-Wisp	SC	R	■■■■	4.00	6.00
Zombie Master	SC	R	■■■	4.00	6.00

BLUE

Air Elemental	SC	U	■■■■	.50	1.00
Animate Artifact	EA	U	■■■	.50	1.00
Blue Elemental Blast	INT	C	■■■	.10	.20
Braingeyser	SOR	R	■■■■	5.00	6.00
Clone	SC	U	■■■■	1.00	2.00
Control Magic	EC	U	■■■■	1.00	2.00

Name	Kind	Rarity	Rating	Low Price	High Price
Copy Artifact	EN	R	■■■■	3.00	5.00
Counterspell	INT	C	■■■■	1.00	2.00
Creature Bane	EC	U	■■■	.10	.20
Drain Power	SOR	R	■■■■	4.00	5.00
Energy Flux	EN	U	■■■	.50	1.00
Feedback	EE	U	■■■	.50	1.00
Flight	EC	C	■■■	.10	.20
Hurky's Recall	INS	R	■■■	3.00	4.00
Island Fish Jasconius	SC	R	■■■	3.00	5.00
Jump	INS	C	■■	.10	.20
Lifetap	EN	U	■■■■	.50	1.00
Lord of Atlantis	SC	R	■■■	4.00	8.00
Magical Hack	INT	R	■■■■	4.00	6.00
Mahamoti Djinn	SC	R	■■■■	5.00	7.00
Mana Short	INS	R	■■■	3.00	4.00
Merfolk of the Trident	SC	C	■■■	.10	.20
Phantasmal Forces	SC	U	■■■	.50	1.00
Phantasmal Terrain	EL	C	■■■	.10	.20
Phantom Monster	SC	U	■■■	.50	1.00
Pirate Ship	SC	R	■■■	3.00	4.00
Power Leak	EE	C	■■■	.10	.20
Power Sink	INT	C	■■■	.10	.20
Prodigal Sorcerer	SC	C	■■■■	.10	.20
Psychic Venom	EL	C	■■■	.10	.20
Reconstruction	SOR	C	■■■	.10	.20
Sea Serpent	SC	C	■■■	.10	.20
Serendib Efreet	SC	R	■■■	6.00	8.00
Siren's Call	INS	U	■■■	.50	1.00
Sleight of Mind	INT	C	■■■	4.00	5.00
Spell Blast	INT	R	■■■	.10	.20
Stasis	EN	R	■■■	3.00	4.00
Steal Artifact	EA	U	■■■	1.00	2.00
Thoughtlace	INT	R	■■■	1.00	2.00
Unstable Mutation	EC	C	■■■	.10	.20
Unsummon	INS	C	■■■	.10	.20
Vesuvan Doppelganger	SC	R	■■■■	7.00	9.00
Volcanic Eruption	SOR	R	■■■	3.00	5.00
Wall of Air	SC	U	■■■	.50	1.00
Wall of Water	SC	U	■■■	.50	1.00
Water Elemental	SC	U	■■■	.50	1.00



GREEN

Aspect of Wolf	EC	R	■■■	4.00	5.00
Birds of Paradise	SC	R	■■■■	5.00	7.00
Channel	SOR	U	■■■	.50	1.00
Cockatrice	SC	C	■■■	5.00	6.00
Crow Worm	SC	C	■■■	.10	.20
Cumble	INS	U	■■■	.10	.20
Desert Twister	SOR	U	■■■	1.00	1.50
Elvish Archers	SC	R	■■■	3.00	5.00
Fastbond	EN	R	■	3.00	4.00
Fog	INS	C	■■■	.10	.20
Force of Nature	SC	R	■■■	6.00	8.00
Fungusaur	SC	R	■■■	4.00	6.00
Gaea's Liege	SC	R	■■■■	4.00	6.00
Giant Growth	INS	C	■■■	.10	.20
Giant Spider	SC	C	■■■	.10	.20
Grizzley Bears	SC	C	■■■	.10	.20
Hurricane	SOR	U	■■■	.50	1.00
Instill Energy	EC	U	■■■	1.00	2.00
Ironroot Treefolk	SC	C	■■■	.10	.20
Kudzu	EL	■	■	2.00	3.00
Ley Druid	SC	J	■■■	.50	1.00
Lifelapse	EN	U	■■■	.50	1.00
Lifelace	INT	R	■	2.00	3.00
Living Artifact	EA	R	■■■	2.00	3.00
Living Lands	EN	R	■■■	2.00	4.00
Monowar Elves	SC	C	■■■	.10	.20
Lure	EC	U	■■■■	.50	1.00
Regeneration	EC	C	■■■	.10	.20
Regrowth	SOR	U	■■■■	.50	1.00
Scrib Sprites	SC	C	■■■	.10	.20
Shanodin Dryads	SC	C	■■■	.10	.20
Stream of Life	SOR	C	■■■	.10	.20

Name	Kind	Rarity	Rating	Low Price	High Price
Thicket Basilisk	SC	U	■■■■	1.00	2.00
Timber Wolves	SC	R	■■■	2.00	3.00
Titania's Song	EN	R	■■■	3.00	4.00
Tranquility	SOR	C	■■■■	.10	.20
Tsunami	SOR	U	■■■	.50	1.00
Verduran Enchantress	SC	R	■■■	3.00	5.00
Wall of Brambles	SC	U	■■■	.50	1.00
Wall of Ice	SC	U	■■■	.50	1.00
Wall of Wood	SC	C	■■■	.10	.20
Wanderlust	EC	U	■■■	.50	.50
War Mammoth	SC	C	■■■■	.10	.10
Web	EC	R	■■■■	2.00	3.00
Wild Growth	EL	C	■■■	.10	.10

RED

Atog	SC	C	■■■	.10	.20
Burrowing	EC	C	■■■	.50	1.00
Chaosclash	INT	R	■■■	2.00	2.00
Disintegrate	SOR	C	■■■	.20	.30
Dragon Whelp	SC	U	■■■■	1.00	2.00
Dwarven Warriors	SC	C	■■■■	.10	.20
Dwarven Weaponsmiths	SC	U	■■■	.50	1.00
Earth Elemental	SC	U	■■■	.50	2.00
Earthbind	EFC	C	■■■	.10	.15
Earthquake	SOR	R	■■■	4.00	5.00
Fire Elemental	SC	U	■■■	2.00	3.00
Fireball	SOR	C	■■■	.20	.30
Firebreathing	EC	C	■■■	.10	.20
Flashfires	SOR	U	■■■	.75	1.00
Fork	INT	R	■■■■	5.00	8.00
Goblin Balloon Brigade	SC	U	■■■	.50	1.00
Goblin King	SC	R	■■■	5.00	6.50
Gnawing Gargoyles	SC	R	■■■■	3.00	5.00
Gray Ogre	SC	C	■■■	.10	.10
Hill Giant	SC	C	■■■	.10	.10
Hurlaan Minotaur	SC	C	■■■	.10	.10
Keldan Warlord	SC	U	■■■	1.00	2.00
Kird Ape	SC	C	■■■	.10	.10
Lighning Bolt	INS	C	■■■■	.20	.30
Magnetic Mountain	EN	R	■■■	3.00	4.00
Mana Flare	EN	R	■■■	4.00	5.00
Manabars	EN	R	■■■	2.00	2.50
Mijae Djinn	SC	R	■■■	3.00	4.00
Mons' Goblin Raiders	SC	C	■■■	.10	.15
Orchard Artillery	SC	U	■■■	.50	1.20
Orchard Outfitter	EN	U	■■■	1.00	2.00
Power Surge	EN	R	■■■	2.00	3.00
Red Elemental Blast	INT	C	■■■	.10	.20
Roc of Kher Ridges	SC	R	■■■	3.00	4.00
Rock Hydra	SC	R	■■■	6.00	8.00
Sedge Troll	SC	R	■■■	3.00	5.00
Shatter	INS	C	■■■	.10	.10
Shatterstorm	SOR	U	■■■	1.00	2.00
Shivan Dragon	SC	R	■■■■	9.00	15.00
Smoke	EN	R	■■■	2.00	3.00
Stone Giant	SC	U	■■■	.50	1.00
Stone Rain	SOR	C	■■■	.10	.20
Tunnel	SOR	U	■■■	.50	1.00
Uthden Troll	SC	U	■■■	1.00	1.50
Wall of Fire	SC	U	■■■	.50	1.00
Wall of Stone	SC	U	■■■	.50	1.00
Wheel of Fortune	SOR	R	■■■■	4.00	5.00

WHITE

Animate Wall	EC	R	■■■	2.00	3.00
Armageddon	SOR	R	■■■	5.00	6.00
Balance	SOR	R	■■■■	3.00	4.00
Banish Hero	SC	C	■■■	.10	.20
Black Ward	EC	U	■■■	.50	1.00
Blessing	EC	R	■■■	3.00	4.00
Blue Ward	EC	U	■■■	.50	1.25
Castle	EN	U	■■■	.75	1.50
Circle of Protection: Black	EN	C	■■■	.10	.20
Circle of Protection: Blue	EN	C	■■■	.10	.20
Circle of Protection: Green	EN	C	■■■	.10	.20
Circle of Protection: Red	EN	C	■■■	.10	.20
Circle of Protection: White	EN	C	■■■	.10	.20
Conversion	EN	U	■■■■	1.00	1.50
Crusade	EN	R	■■■	4.00	5.00
Death Ward	INS	C	■■■	.10	.20
Disenchant	INS	C	■■■	.10	.20
Eye for an Eye	NS	R	■■■	3.00	4.00
Farmstead	EL	R	■	2.00	3.00
Green Ward	EC	U	■■■	.50	1.00
Guardian Angel	INS	C	■■■	.10	.10
Healing Salve	INS	C	■■■	.10	.10
Holy Armor	EC	C	■■■	.10	.10
Holy Strength	EC	C	■■■	.10	.10
Island Sanctuary	EN	R	■■■	3.00	4.00
Karma	EN	U	■■■■	1.00	2.00

Name	Kind	Rarity	Rating	Low Price	High Price
Lance	EC	U	..	.50	1.00
Mesa Pegasus	SC	C10	.20
Northern Paladin	SC	R	6.00	8.00
Pearled Unicorn	SC	C	..	.10	.20
Personal Incarnation	SC	R	..	5.00	6.00
Purelace	INT	R	...	2.00	2.40
Red Ward	EC	U50	1.00
Resurrection	SOR	U50	1.00
Reverse Damage	INS	R	4.00	5.00
Reverse Polarity	INS	U50	1.00
Righteousness	INS	R	4.00	6.00
Samaritan Healer	SC	C10	.20
Savannah Lions	SC	R	...	2.00	3.00
Serra Angel	SC	U	3.00	5.00
Swords to Plowshares	INS	U50	1.00
Veteran Bodyguard	SC	R	5.00	6.00
Wall of Swords	SC	U75	2.00
White Knight	SC	U	...	1.00	2.00
White Ward	EC	U50	1.00
Worth of God	INS	R	5.00	6.00

LANDS

Badlands	LAN	R	5.00	7.00
Bayou	LAN	R	5.00	7.00
Forest	LAN	C	---	.05	.05
Island	LAN	C	---	.05	.05
Mountain	LAN	C	---	.05	.05
Plains	LAN	C	---	.05	.05
Plateau	LAN	R	5.00	7.00
Savannah	LAN	R	5.00	7.00
Scrubland	LAN	R	5.00	7.00
Swamp	LAN	C	---	.05	.05
Taiga	LAN	R	5.00	7.00
Tropical Island	LAN	R	5.00	7.00
Tundra	LAN	R	5.00	7.00
Underground Sea	LAN	R	5.00	7.00
Volcanic Island	LAN	R	5.00	7.00



ARABIAN NIGHTS

Full Set (77) \$560.00 \$925.00

Name	Kind	Rarity	Rating	Low Price	High Price
ARTIFACTS					
Aladdin's Lamp	ART	J	6.00	8.00
Aladdin's Ring	ART	J	...	6.00	8.00
Bottle of Suleiman	ART	R	...	6.00	8.00
Boss Man	AC	J	...	3.00	5.00
Cry in a Bottle	ART	R	..	12.00	20.00
Dancing Scimitar	AC	R	..	5.00	7.00
Elkny Horse	ART	R	..	6.00	8.00
Flying Carpet	ART	R	6.00	8.00
Jandar's Ring	ART	R	...	6.00	10.00
Jandar's Saddlebags	ART	R	6.00	10.00
Jeweled Bird	ART	R	..	6.00	10.00
Pyramids	ART	R	..	15.00	25.00
Ring of Ma'ruf	ART	R	15.00	25.00
Sandals of Abdallah	ART	R	..	10.00	15.00

BLACK

Camboji Witches	SC	C	...	1.00	2.00
El-Haja	SC	R	...	6.00	10.00
Eng Riders	SC	C	..	.40	.50
Guardian Beast	SC	R	30.00	50.00
Hasran Ogreess	SC	C	..	.75	1.50
Junon Efreet	SC	R	...	8.00	15.00
Juzam Djinn	SC	R	...	8.00	15.00
Khoba Ghoul	SC	R	12.00	25.00
Obelisk	EN	C	2.00	4.00
Sorceress Queen	SC	R	8.00	15.00
Stone-throwing Devils	SC	C	...	2.00	3.50

BLUE

Dandan	SC	C	..	1.00	2.00
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Name	Kind	Rarity	Rating	Low Price	High Price
Fishiver Oil	EC	C	...	1.00	2.00
Flying Man	SC	C	...	2.00	3.00
Giant Tortoise	SC	C	..	1.00	2.00
Island Fish Jascantus	SC	R	..	6.00	8.00
Merchant Ship	SC	R	..	8.00	12.00
Old Man of the Sea	SC	R	12.00	20.00
Serendib Djinn	SC	R	..	10.00	15.00
Serendib Efreet	SC	R	..	10.00	20.00
Simbad	SC	R	..	10.00	15.00
Unstable Mutation	EC	C50	1.00

GREEN

Cyclone	EN	R	..	4.00	6.00
Desert Twister	SOR	U	6.00	8.00
Drop of Honey	EN	R	...	20.00	30.00
Ethnan Djinn	SC	R	..	9.00	15.00
Ghaazban Ogre	SC	C	..	1.00	2.00
Ilh-Biff Efreet	SC	R	...	9.00	15.00
Metamorphosis	SOR	C	..	2.00	3.00
Nat's Asp	SC	C	..	2.00	3.00
Sandstorm	INS	C	..	2.00	3.00
Singing Tree	SC	R	20.00	30.00
Wyluf Wolf	SC	C	4.00	6.00

RED

Aladdin	SC	R	20.00	30.00
Ali Baba	SC	R	...	10.00	15.00
Ali from Cairo	SC	R	30.00	45.00
Bird Maiden	SC	C	..	.75	1.00
Desert Nomads	SC	C	..	2.00	3.00
Hurr Jackal	SC	C	...	3.00	4.00
Kind Ape	SC	C	...	1.00	2.00
Magnetic Mountain	SC	R	...	5.00	7.00
Mijae Djinn	SC	R	...	6.00	10.00
Rukh Egg	SC	C	4.00	6.00
Ydwen Efreet	SC	R	..	8.00	15.00

WHITE

Abu Jafar	SC	R	12.00	20.00
Army of Allah	INS	C	1.00	2.00
Camel	SC	C	..	1.00	2.00
Eye for an Eye	INS	R	6.00	10.00
Jihad	EN	R	20.00	30.00
King Suleiman	SC	R	..	8.00	15.00
Moonish Cavalry	SC	C	...	2.00	3.00
Priety	INS	C	..	1.00	2.00
Repentant Blacksmith	SC	R	...	8.00	12.00
Shahrazad	SOR	R	..	7.00	10.00
War Elephant	SC	C	...	2.00	3.00

LANDS

Bazaar of Baghdad	LAN	R	..	6.00	10.00
City of Brass	LAN	R	10.00	20.00
Desert	LAN	C	...	2.00	3.00
Diamond Valley	LAN	R	15.00	25.00
Elephant Graveyard	LAN	R	...	15.00	25.00
Island of Wak-Wak	LAN	R	15.00	25.00
Library of Alexandria	LAN	R	...	10.00	20.00
Oasis	LAN	R	...	6.00	10.00



ANTIQUITIES

Full Set (85) \$395.00 \$485.00

Name	Kind	Rarity	Rating	Low Price	High Price
ARTIFACTS					
Amulet of Kroog	ART	C	..	.50	1.00
Armageddon Clock	ART	U	..	5.00	6.00
Ashnod's Altar	ART	U	..	5.00	6.00
Ashnod's Battle Gear	ART	U	..	3.00	4.00
Ashnod's Transmogrator	ART	U	...	4.00	5.00
Battering Ram	AC	C	..	.50	.75
Bronze Tablet	ART	R	..	12.00	15.00
Candelabra of Tawnos	ART	R	10.00	15.00

Name	Kind	Rarity	Rating	Low Price	High Price
Clay Statue	AC	C	..	.75	1.00
Clockwork Avian	AC	R	...	10.00	15.00
Colossus of Sardia	AC	R	15.00	20.00
Corral Helm	ART	R	..	8.00	10.00
Cursed Rock	ART	U	..	4.00	5.00
Dragon Engine	AC	C	..	.50	1.00
Feldon's Cone	ART	U	6.00	8.00
Golgothian Sylex	ART	R	..	10.00	15.00
Grapeshot Catapult	AC	C50	1.00
Ivory Tower	ART	U	4.00	6.00
Jalurn Tome	ART	R	...	4.00	6.00
Highstone	ART	U	..	4.00	5.00
Millstone	ART	U	...	4.00	5.00
Mishra's War Machine	AC	R	..	8.00	10.00
Obelisk of Undoing	ART	R	..	8.00	12.00
Onulet	AC	U	..	2.00	3.00
Ornithopter	AC	C	..	.50	.75
Primal Clay	AC	U	..	4.00	5.00
Rock, The	ART	U	...	3.00	4.00
Rakalite	ART	U	..	2.00	3.00
Rocket Launcher	ART	U	...	2.00	3.00
Shapeshifter	AC	R	10.00	14.00
Staff of Zegon	ART	C	..	.50	.50
Su-Chi	AC	U	..	4.00	5.00
Tablet of Epityr	ART	C	..	.50	.50
Tawnos's Coffin	ART	R	10.00	15.00
Tawnos's Ward	ART	U	..	4.00	6.00
Tawnos's Weaponry	ART	U	...	4.00	6.00
Tetrovus	AC	R	...	10.00	14.00
Tnskelion	AC	R	8.00	12.00
Urza's Avenger	AC	R	10.00	16.00
Urza's Choice	ART	C	..	.75	.75
Urza's Miller	ART	R	...	8.00	12.00
Wall of Spears	AC	U	..	4.00	5.00
Weakstone	ART	U	..	3.00	4.00
Yotian Soldier	AC	C75	.75

BLACK

Artifact Possession	EA	C	..	.75	1.00
Gate to Phyrexia	EN	U	...	3.00	4.00
Hunting Wind	EN	U	..	3.00	4.00
Phyrexian Gremlins	SC	C75	1.00
Priest of Yawgmoth	SC	C	..	.75	1.00
Xenic Poltergeist	SC	U	...	3.00	4.00
Yawgmoth Demon	SC	R	..	12.00	15.00

BLUE

Drafn's Restoration	SOR	C	..	.75	1.00
Energy Flux	EN	U	...	43.00	4.00
Hurky's Recall	INS	R	...	8.00	10.00
Power Artifact	EA	U	...	3.00	4.00
Reconstruction	SOR	C75	1.00
Sage of Lal-Nam	SC	C	..	.75	1.00
Transmute Artifact	SOR	U	...	3.00	4.00

GREEN

Argothian Pixies	SC	C	..	.75	1.00
Argothian Treefolk	SC	C75	1.00
Citadel Druid	SC	U	...	3.00	4.00
Crumble	INS	C75	1.00
Gaea's Avenger	SC	R	...	12.00	18.00
Powerleech	EN	U	...	3.00	4.00
Talaria's Song	EN	U	...	2.00	3.00

RED

Artifact Blast	INT	C	..	.75	1.00
Ang	SC	C	..	.75	1.00
Detonate	SOR	U	..	4.00	6.00
Dwarven Weaponsmiths	SC	U	...	2.00	3.00
Goblin Artisans	SC	U	..	2.00	3.00
Ocish Mechanics	SC	C75	1.00
Shatterstorm	SOR	R	...	8.00	10.00

WHITE

Argivian Archaeologist	SC	C	12.00	18.00
Argivian Blacksmith	SC	C	..	.75	1.00
Artifact Ward	EC	C75	1.00
Circle Protection: Artifact	EN	U	...	7.00	9.00
Dampening Field	EN	U	..	2.00	3.00
Martyrs of Korlis	SC	U	...	4.00	5.00
Reverse Polarity	INS	C75	1.00

LANDS

Mishra's Factory	Land	U	6.00	8.00
Mishra's Workshop	Land	R	...	9.00	10.00
Strip Mine	Land	U	...	6.00	7.00
Urza's Mine	Land	C	..	2.00	3.00
Urza's Power Plant	Land	C	..	2.00	3.00
Urza's Tower	Land	C	..	2.00	3.00



LEGENDS

Full Set (310)

\$2,100.00 \$3,100.00

Name	Kind	Rarity	Rating	Low Price	High Price
ARTIFACTS					
Alchamir's Carpet	ART	R	****	12.00	20.00
Alchor's Tomb	ART	R	****	12.00	20.00
Arena of the Ancients	ART	R	•	10.00	15.00
Black Mana Battery	ART	U	***	6.00	10.00
Blue Mana Battery	ART	U	***	6.00	10.00
Brass Horse	AC	R	•	10.00	16.00
Forethought Amulet	ART	R	***	12.00	18.00
Gauntlets of Chaos	ART	R	****	12.00	18.00
Green Mana Battery	ART	U	***	6.00	10.00
Ham of Deafening	ART	R	****	12.00	18.00
Knowledge Vault	ART	R	****	10.00	16.00
Kry Shield	ART	U	•	2.00	3.00
Life Chisel	ART	U	•	2.00	2.00
Life Matrix	ART	R	****	12.00	20.00
Mana Matrix	ART	R	•	12.00	20.00
Marble Priest	AC	U	•	2.00	3.00
Minor Universe	ART	R	•	30.00	45.00
North Star	ART	R	•	10.00	20.00
Nova Pentacle	ART	R	•	10.00	18.00
Planar Gate	ART	R	•	12.00	20.00
Red Mana Battery	ART	U	•	6.00	10.00
Relic Barrier	ART	L	•	1.00	2.00
Ring of Immortals	ART	R	•	12.00	20.00
Sentinel	AC	R	•	10.00	16.00
Serpent Generator	ART	R	•	18.00	25.00
Sword of the Ages	ART	R	•	12.00	20.00
Traumatic Egg	ART	R	•	9.00	15.00
Voodoo Doll	ART	R	•	9.00	15.00
White Mana Battery	ART	L	•	6.00	10.00

BLACK

Abomination	SC	U	•	3.00	4.00
Abyss, The	EW	R	•	15.00	25.00
All Hallows' Eve	EN	R	•	15.00	25.00
Blight	EL	U	•	2.00	3.00
Carion Ants	SC	R	•	15.00	25.00
Chains of Mephistopheles	EN	R	•	12.00	18.00
Cosmic Horror	SC	R	•	15.00	15.00
Cytopan Mummy	SC	C	•	.50	.50
Darkness	INS	C	•	.50	.50
Demonic Torment	EC	U	•	3.00	4.00
Evil Eye of Orms-By-Gore	SC	U	•	3.00	4.00
Fallen Angel	SC	U	•	3.00	4.00
Ghosts of the Damned	SC	C	•	.50	.75
Giant Slug	SC	C	•	.50	1.00
Glyph of Doom	INS	C	•	.50	1.00
Greed	EN	R	•	8.00	12.00
Headless Horseman	SC	C	•	.75	1.00
Hell Swarm	INS	C	•	.75	1.00
Hellfire	SOR	R	•	15.00	20.00
Hell's Caretaker	SC	R	•	18.00	25.00
Honor of Horrors	EN	U	•	3.00	4.00
Imprison	EC	R	•	12.00	20.00
Infamoral Medusa	SC	U	•	3.00	4.00
Jovial Evil	SOR	R	•	12.00	20.00
Lesser Werewolf	SC	U	•	3.00	4.00
Lost Soul	SC	C	•	.50	.75
Mold Demon	SC	R	•	12.00	18.00
Nether Void	EW	R	•	12.00	20.00
Pit Scorpion	SC	C	•	.50	.75
Quagmire	EN	U	•	3.00	4.00
Shim on Night Stalker	SC	U	•	3.00	4.00
Spirit Shackles	EC	C	•	.75	.75
Syphon Soul	SOR	C	•	.50	.50
Taklemaggot	EC	U	•	3.00	4.00
Touch of Darkness	INS	U	•	3.00	4.00
Transmutation	INS	C	•	.75	.75
Underworld Dreams	EN	U	•	6.00	8.00
Vampire Bats	SC	C	•	.50	.50

Name	Kind	Rarity	Rating	Low Price	High Price
Walking Dead	SC	C	•	.75	.75
Wall of Putrid Flesh	SC	U	•	3.00	4.00
Wall of Shadows	SC	C	•	.50	.50
Wall of Tombstones	SC	U	•	6.00	10.00
Wretched, The	SC	R	•	25.00	35.00

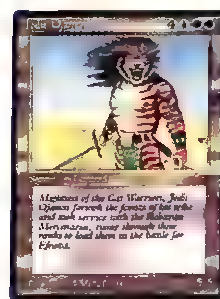
BLUE

Acid Rain	SOR	R	•	12.00	20.00
Anti-Magic Aura	EC	C	•	.75	1.00
Azure Drake	SC	U	•	3.00	4.00
Backfire	EC	U	•	3.00	4.00
Boomerang	INS	C	•	.50	.75
Brine Hag	SC	U	•	3.00	4.00
Devouring Deep	SC	C	•	.50	.75
Dream Coat	EC	U	•	3.00	4.00
Elder Spawn	SC	R	•	10.00	13.00
Enchantment Alteration	INS	C	•	.75	.75
Energy Tap	SOR	C	•	.50	.50
Field of Dreams	EW	R	•	10.00	15.00
Flash Counter	INT	C	•	.50	.75
Flash Flood	INS	C	•	.50	.75
Force Spike	INT	C	•	.50	.75
Gaseous Form	EC	C	•	.50	.75
Glyph of Delusion	INS	C	•	.50	.75
In the Eye of Chaos	EW	R	•	9.00	15.00
Invoke Prejudice	EN	R	•	9.00	15.00
Juxtapose	SOR	R	•	15.00	25.00
Land Equilibrium	EN	R	•	15.00	20.00
Mana Drain	INT	U	•	8.00	8.00
Part Water	SOR	U	•	4.00	5.00
Psionic Entity	SC	R	•	9.00	15.00
Psychic Purge	SOR	C	•	.75	.75
Puppet Master	EC	U	•	4.00	5.00
Recall	SOR	R	•	15.00	25.00
Relic Bind	EA	U	•	3.00	4.00
Remove Soul	INT	C	•	.50	.75
Reset	INT	U	•	3.00	4.00
Reverberation	INS	R	•	12.00	20.00
Sea King's Blessing	INS	U	•	3.00	4.00
Segovian Leviathan	SC	U	•	3.00	4.00
Silhouette	INS	U	•	3.00	4.00
Spectral Cloak	EC	U	•	4.00	6.00
Telekinesis	INS	R	•	9.00	15.00
Teleport	INS	R	•	12.00	18.00
Time Elemental	SC	R	•	15.00	20.00
Undertow	EN	U	•	3.00	4.00
Venorian Gold	EC	C	•	.75	.75
Wall of Vapor	SC	C	•	.50	.50
Wall of Wonder	SC	U	•	3.00	4.00
Zephyr Falcon	SC	C	•	.50	.50

GOLD

Adun Oakenshield	SC	R	•	12.00	20.00
Angus Mackenzie	SC	R	•	8.00	15.00
Arcades Sabroth	SC	R	•	20.00	30.00
Axelrod Gunnarson	SC	R	•	12.00	20.00
Ayasha Tanaka	SC	R	•	10.00	18.00
Barktooth Warbeard	SC	U	•	4.00	6.00
Bartel Runeaxe	SC	R	•	12.00	20.00
Bans Devilbeon	SC	R	•	12.00	20.00
Chromium	SC	R	•	20.00	35.00
Dakkon Blackblade	SC	R	•	20.00	25.00
Gabriel Angelica	SC	R	•	15.00	20.00
Goshu Dirk	SC	R	•	12.00	18.00
Gwendlyn Di Corci	SC	R	•	12.00	18.00
Halidene	SC	R	•	12.00	18.00
Hazezon Tamar	SC	R	•	15.00	20.00
Hunding Gjornersen	SC	U	•	5.00	6.00
Jacques la Vert	SC	R	•	15.00	20.00
Jasmine Boreal	SC	U	•	4.00	6.00
Jedit Ojanen	SC	U	•	4.00	6.00
Jernard of Closed Fist	SC	U	•	4.00	6.00
Johan	SC	R	•	12.00	18.00
Kosmir the Lone Wolf	SC	U	•	4.00	6.00
Kai Takahashi	SC	R	•	15.00	20.00
Lady Caloria	SC	R	•	12.00	18.00
Lady Evangela	SC	R	•	12.00	18.00
Lady of the Mountain, The	SC	U	•	4.00	6.30
Lady Ora	SC	U	•	4.00	6.00
Lyvonya Silane	SC	R	•	12.00	18.00
Lord Magnus	SC	U	•	4.00	6.00
Manauli Elstargen	SC	R	•	4.00	6.00
Nebuchadnezzar	SC	R	•	15.00	20.00
Nicol Bobas	SC	R	•	25.00	35.00
Palladia-Mares	SC	U	•	25.00	30.00
Pavel Mal'ki	SC	U	•	4.00	6.00
Princess Lucrezia	SC	U	•	3.00	4.00
Ragnar	SC	R	•	15.00	20.00
Ramirez DePietro	SC	U	•	3.00	4.00
Ramses Overdark	SC	R	•	18.00	25.00

Name	Kind	Rarity	Rating	Low Price	High Price
Rasputin Dreamweaver	SC	R	•	12.00	18.00
Riven Turnbull	SC	U	•	4.00	5.00
Rohgahh of Kher Keep	SC	R	•	15.00	20.00
Rubina Soulsinger	SC	R	•	20.00	25.00
Sir Shandlor of Eseryn	SC	U	•	4.00	6.00
Sivini Scarzam	SC	U	•	4.00	6.00
Sol'kanar Swamp King	SC	R	•	20.00	25.00
Stangg	SC	R	•	15.00	20.00
Sunastion Falconer	SC	U	•	4.00	6.00
Tetsuo Umezawa	SC	R	•	15.00	20.00
Tobias Andrian	SC	U	•	3.00	5.00
Tor Wauki	SC	U	•	5.00	6.00
Torsten Von Ursus	SC	U	•	3.00	4.00
Tuknir Deathlock	SC	R	•	15.00	20.00
Ur-Dringo	SC	R	•	12.00	18.00
Vaeochs Asmadi	SC	R	•	25.00	35.00
Xira Arien	SC	R	•	12.00	18.00



GREEN

Astling Leprechaun	SC	C	•	.75	.75
Abnora	EW	U	•	3.00	4.00
Avoid Fate	NT	C	•	.75	.75
Barbary Apes	SC	C	•	.75	.75
Cat Warriors	SC	C	•	.50	.75
Cocoon	EC	U	•	3.00	4.00
Concordant Crossroads	EW	R	•	12.00	18.00
Crow Giant	SC	U	•	6.00	8.00
Deadfall	EN	U	•	3.00	4.00
Darkwood Bears	SC	C	•	.50	.75
Elven Riders	SC	R	•	15.00	20.00
Emerald Dragonfly	SC	C	•	.50	.75
Eureka	SOR	R	•	18.00	25.00
Fire Sprites	SC	C	•	.50	.75
Floral Spuzzern	SC	U	•	3.00	4.00
Giant Turtle	SC	C	•	.50	.75
Glyph of Reincarnation	INS	C	•	.75	.75
Hornet Cobra	SC	C	•	.50	.75
Ichneumon Druid	SC	U	•	4.00	5.00
Killer Bees	SC	R	•	20.00	25.00
Living Plane	EW	R	•	12.00	20.00
Master of the Hunt	SC	R	•	18.00	25.00
Mass Monster	SC	C	•	.50	.75
Pixie Queen	SC	R	•	12.00	20.00
Pradesh Gypsies	SC	U	•	3.00	4.00
Rapid Wombat	SC	U	•	6.00	8.00
Radian Spirit	SC	J	•	3.00	4.00
Rebirth	SOR	R	•	12.00	18.00
Reincarnation	INS	J	•	3.00	4.00
Revelation	EW	R	•	9.00	16.00
Rust	INT	C	•	.50	.75
Shelkin Brawnier	SC	C	•	.75	.75
Storm Seeker	INS	U	•	6.00	8.00
Subdaze	INS	C	•	.75	.75
Sylvan Library	EN	U	•	3.00	4.00
Sylvan Paradise	INS	U	•	3.00	4.00
Typhoon	SOR	R	•	12.00	18.00
Untamed Wilds	SOR	U	•	3.00	4.00
Whirling Dervish	SC	U	•	4.00	6.00
Willow Satyr	SC	R	•	15.00	20.00
Winter Blast	SOR	R	•	18.00	24.00
Wolverine Pack	SC	C	•	.50	.75
Wood Elemental	SC	R	•	12.00	18.00

RED

Active Volcano	INS	C	•	.50	.75
Backdraft	INS	U	•	3.00	4.00
Beasts of Bogardan	SC	U	•	3.00	4.00
Blazing Effigy	SC	C	•	.50	.75
Blood Lust	INS	U	•	4.00	6.00
Brute, The	EC	C	•	.75	.75
Caverns of Despair	EN	R	•	10.00	18.00
Chain Lightning	SOR	C	•	.50	.75
Crevasse	EN	U	•	3.00	4.00
Crimson Kobolds	SC	C	•	.50	.75

Name	Kind	Rarity	Rating	Low Price	High Price
Crimson Mantle	SC	R	●●●●	12.00	20.00
Crookshank Kobolds	SC	C	●	.50	.75
Disharmony	INS	U	●●●●	12.00	20.00
Dwarven Song	INS	U	●	3.00	4.00
Eternal Warrior	EC	U	●●●●	3.00	4.00
Falling Star	SOR	R	●●●	10.00	18.00
Faint	INS	C	●	.75	.75
Firestorm Phoenix	SC	R	●●●●	18.00	25.00
Frost Giant	SC	L	●●●	3.00	4.00
Giant Strength	EC	C	●●●●	.50	.75
Glyph of Destruction	INS	C	●	.50	.75
Gravity Sphere	EW	R	●●●●	18.00	25.00
Hypenon Blacksmith	SC	U	●●●	3.00	4.00
Immolation	EC	C	●●●●	.75	.75
Kobold Drill Sergeant	SC	U	●	4.00	5.00
Kobold Overlord	SC	R	●	16.00	20.00
Kobold Taskmaster	SC	U	●	4.00	5.00
Kobolds of Kher Keep	SC	C	●	.50	.75
Land's Edge	EW	R	●	10.00	18.00
Mountain Yell	SC	U	●●●●	3.00	4.00
Primordial Ooze	SC	U	●	3.00	4.00
Pyrotechnics	SOR	C	●●●●	.50	.75
Quarum Trench Gnomes	SC	R	●●●●	10.00	18.00
Raging Bull	SC	C	●	.75	.75
Rathi Berserker	SC	U	●	4.00	5.00
Spinal Villain	SC	R	●●●	15.00	25.00
Storm World	EW	R	●	10.00	18.00
Tempest Ereet	SC	R	●	16.00	20.00
Wall of Dust	SC	U	●	3.00	4.00
Wall of Earth	SC	C	●●●●	.50	.75
Wall of Heat	SC	C	●●●	.75	.75
Wall of Opposition	SC	R	●●●	10.00	18.00
Winds of Change	EW	U	●●●	5.00	8.00

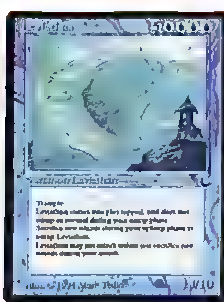
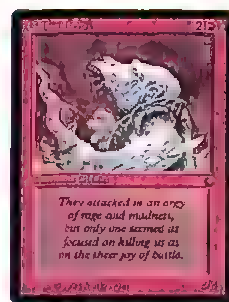


Name	Kind	Rarity	Rating	Low Price	High Price
Akron Legionnaire	SC	R	●	10.00	18.00
Alabaster Potion	INS	C	●●●●	.50	.75
Amrau Kithkin	SC	C	●●●	.50	.75
Angelic Voices	EN	R	●●●	12.00	20.00
Cleanser	SOR	R	●●●●	20.00	30.00
Clergy of the Holy Nimbus	SC	C	●	.50	.75
D'Avenant Archer	SC	C	●●●	.50	.75
Divine Intervention	EN	R	●●●	10.00	18.00
Divine Offering	INS	C	●●●●	.50	.75
Divine Transformation	EC	R	●●●●	12.00	20.00
Elder Land Wurm	SC	R	●●●	18.00	25.00
Enchanted Being	SC	C	●	.75	.75
Equinox	EL	C	●●	.75	.75
Fortified Area	EN	U	●●	3.00	4.00
Glyph of Life	INS	C	●	.50	.75
Great Defender	INS	U	●	3.00	4.00
Great Wall	EN	U	●	3.00	4.00
Greater Realm	EN	U	●●●●	3.00	4.00
Heaven's Gate	INS	U	●●	3.00	4.00
Holy Day	INS	C	●●	.75	1.00
Indestructible Aura	INS	C	●	.50	.75
Infinite Authority	EC	R	●●●	12.00	18.00
Ivory Guardians	SC	U	●●●	3.00	4.00
Keepers of the Faith	SC	C	●	.50	.75
Kismet	EN	U	●●●●	5.00	6.00
Land Tax	EN	U	●●●●	4.00	6.00
Lifeblood	EN	R	●●●●	12.00	20.00
Moor	EN	R	●●●●	18.00	25.00
Osai Vultures	SC	C	●	.75	1.00
Petra Sphinx	SC	R	●●	12.00	20.00
Presence of the Master	EN	U	●●●	5.00	7.00
Rapid Fire	INS	C	●	10.00	18.00
Remove Enchantments	INS	C	●	.75	1.00
Rhigorous Avengers	SC	U	●●●	3.00	5.00
Seeker	EC	U	●●	3.00	5.00
Shield Wall	INS	U	●●	3.00	4.00
Spirit Link	EC	U	●●●●	6.00	8.00
Spiritual Sanctuary	EN	R	●●	10.00	18.00
Thunder Spirit	SC	R	●●●●	12.00	20.00
Tundra Wolves	SC	C	●●	.50	.75

Name	Kind	Rarity	Rating	Low Price	High Price
Visions	SOR	U	●●	3.00	4.00
Wall of Caltraps	SC	C	●●	.75	1.00
Wall of Light	SC	U	●●●	3.00	4.00

LANDS

Adventurer's Guildhouse	LAN	U	●	3.00	4.00
Cathedral of Serra	LAN	U	●	3.00	4.00
Hammerheim	LAN	U	●●●●	3.00	4.00
Karakas	LAN	U	●●●●	3.00	4.00
Mountain Stronghold	LAN	U	●	3.00	4.00
Pendelhaven	LAN	U	●●●●	4.00	5.00
Seafarer's Quay	LAN	U	●	3.00	4.00
Tavernacle Pendrell Vale	LAN	R	●●●	12.00	18.00
Talaria	LAN	U	●●●	3.00	4.00
Unholy Citadel	LAN	U	●	3.00	4.00
Urberg	LAN	U	●●●	3.00	4.00



THE DARK

Full Set (119)

\$310.00 \$450.00

Name	Kind	Rarity	Rating	Low Price	High Price
ARTIFACTS					
Bar's Cage	ART	R	●●●●	4.00	6.00
Bone Flute	ART	U	●	3.00	4.00
Book of Rass	ART	U	●●	3.00	4.00
Cool Golem	AC	U	●	3.00	4.00
Dark Sphere	ART	U	●●●●	3.00	4.00
Diabolic Machine	AC	U	●●	3.00	4.00
Fellwar Stone	ART	U	●●●	4.00	5.00
Fountain of Youth	ART	U	●●●●	4.00	5.00
Living Armor	ART	U	●●	4.00	5.00
Necropolis	AC	U	●●	3.00	4.00
Reflecting Mirror	ART	U	●●●	4.00	5.00
Runesword	ART	U	●●●	4.00	5.00
Scarecrow	AC	U	●●●	4.00	5.00
Skull of Om	ART	U	●●●	3.00	4.00
Standing Stones	ART	U	●	3.00	5.00
Stone Calendar	ART	R	●	5.00	7.00
Tormod's Crypt	ART	U	●●●●	3.00	4.00
Tower of Coireall	ART	U	●●	3.00	4.00
Ward of Ith	ART	U	●●●●	3.00	4.00
War Barge	ART	U	●●●●	3.00	5.00

BLACK

Name	Kind	Rarity	Rating	Low Price	High Price
Ashes to Ashes	SOR	C	●●●	.25	.50
Banshee	SC	U	●●	3.00	4.00
Bag Imp	SC	C	●●	.25	.50
Bag Rats	SC	C	●●	.50	1.00
Curse Artifact	EA	U	●	2.00	3.00
Enter of the Dead	SC	U	●●●	4.00	5.00
Fallen, The	SC	U	●●●	3.00	4.00
Frankenstein's Monster	SC	R	●●●	6.00	10.00
Grove Robbers	SC	R	●●●	4.00	7.00
Inquisition	SOR	C	●	.25	.50
Marsh Gas	INS	C	●	.25	.50
Murk Dwellers	SC	C	●	.25	.50
Nameless Race	SC	R	●●●	4.00	5.00
Rag Man	SC	R	●●●	6.00	8.00
Season of the Witch	EN	R	●●	4.00	7.00
Uncle Istvan	SC	U	●●●	4.00	5.00
Word of Binding	SOR	C	●●	.25	.50
Worms of the Earth	EN	R	●	5.00	7.00

BLUE

Name	Kind	Rarity	Rating	Low Price	High Price
Amnesia	SOR	U	●●●●	3.00	4.00
Apprentice Wizard	SC	R	●●●	3.00	5.00
Dance of Many	EN	R	●●●	4.00	6.00
Deep Water	EN	C	●●	.25	.50
Drowned	SC	C	●	.25	.50
Electric Eel	SC	U	●	3.00	4.00
Erosion	EL	C	●●	.25	.50
Flood	EN	U	●●●	3.00	4.00

Name	Kind	Rarity	Rating	Low Price	High Price
Ghost Ship	SC	C	●●●●	.25	.50
Giant Shark	SC	C	●●	.25	.50
Leviathan	SC	R	●●●	8.00	12.00
Mana Vortex	EN	R	●●	4.00	6.00
Merfolk Assassin	SC	L	●●●	3.00	4.00
Mind Bomb	SOR	R	●●	4.00	5.00
Psychic Allergy	EN	R	●●●●	5.00	7.00
Riptide	INS	C	●●	.25	.50
Sunken City	EN	C	●●●	.25	.50
Tangle Kelp	EC	U	●●	2.00	3.00
Water Wurm	SC	C	●●	.25	.50

GOLD

Name	Kind	Rarity	Rating	Low Price	High Price
Dark Heart of the Wood	EN	C	●●●	.25	.50
Marsh Goblins	SC	C	●●	.25	.50
Scarwood Goblins	SC	C	●●	.25	.50

GREEN

Name	Kind	Rarity	Rating	Low Price	High Price
Carnivorous Plant	SC	C	●●●	.25	.50
Elves of Deep Shadow	SC	U	●●●	3.00	4.00
Gaea's Touch	EN	C	●●●	.25	.50
Hidden Path	EN	R	●●●●	4.00	5.00
Land Leeches	SC	C	●●	.25	.50
Lurker	SC	R	●●	4.00	6.00
Marsh Viper	SC	C	●●●	.25	.50
Niall Silvain	SC	R	●●●	4.00	6.00
People of the Woods	SC	U	●●●	3.00	4.00
Savven Elves	SC	C	●●	.25	.50
Scarwood Bandits	SC	R	●●●●	4.00	6.00
Scarwood Hag	SC	U	●●●	3.00	4.00
Scavenger Folk	SC	C	●●●	.25	.50
Spitting Slug	SC	U	●●	3.00	4.00
Tracker	SC	R	●●●●	4.00	6.00
Venom	EC	C	●●●	.25	.50
Whippoorwill	SC	U	●●●●	3.00	4.00
Wormwood Treefolk	SC	R	●●●	4.00	6.00

RED

Name	Kind	Rarity	Rating	Low Price	High Price
Bolt Lightning	SC	R	●●●●	6.00	10.00
Blood Moon	EN	R	●●●●	6.00	8.00
Brothers of Fire	SC	U	●●●	3.00	4.00
Cave People	SC	U	●●●	3.00	4.00
Eternal Flame	SOR	R	●	4.00	6.00
Fire Drake	SC	U	●●	3.00	4.00
Fissure	INS	C	●●●●	.25	.50
Goblin Caves	EL	C	●●●	.25	.50
Goblin Digging Team	SC	C	●●	.25	.50
Goblin Hero	SC	C	●●	.25	.50
Goblin Rock Sled	SC	C	●●	.25	.50
Goblin Shrine	EL	C	●●●	.25	.50
Goblin Wizard	SC	U	●●●●	4.00	6.00
Goblins of the Flag	SC	C	●●●	.25	.50
Inferno	INS	R	●●●	4.00	6.00
Mana Clash	SOR	R	●	4.00	6.00
Orc General	SC	U	●●	3.00	5.00
Sisters of the Flame	SC	U	●●●	3.00	4.00

WHITE

Name	Kind	Rarity	Rating	Low Price	High Price
Angry Mob	SC	U	●●●●	4.00	6.00
Blood of the Martyr	INS	U	●	3.00	4.00
Brainwash	EC	C	●●	.25	.50
Cleansing	SOR	R	●●●	4.00	6.00
Dust to Dust	SOR	C	●●●	.25	.50
Exorcist	SC	R	●●●	6.00	8.00
Fasting	EN	U	●●	3.00	4.00
Festival	INS	C	●●	.25	.50
Fire and Brimstone	INS	U	●●	3.00	4.00
Holy Light	INS	C	●●	.25	.50
Knights of Thorn	SC	R	●●●●	4.00	6.00
Martyr's Cry	SOR	R	●●●	4.00	6.00
Miracle Worker	SC	C	●●●	.25	.50
Morale	INS	C	●●	.25	.50
Pikemen	SC	C	●●●	.25	.50
Preacher	SC	R	●●●	6.00	10.00
Squire	SC	C	●	.25	.50
Tward's Crusade	SOR	U	●	3.00	4.00
Witch Hunter	SC	R	●●●●	5.00	7.00

LANDS

Name	Kind	Rarity	Rating	Low Price	High Price
City of Shadows	Land	R	●●●	5.00	7.00
Maze of Ith	Land	U	●●●●	3.00	5.00
Safe Haven	Land	R	●●●●	5.00	7.00
Sorrow's Path	Land	R	●●●	4.00	6.00

To get power ratings for the new
FALLEN EMPIRES cards, see page 36!

STAR TREK THE NEXT GENERATION



Types

AR	Artifact	AI	Mission
DI	Dilemma	OUT	Outpost
EQ	Equipment	PE	Personnel
EV	Event	SH	Ship
INT	Interrupt		

Rarities

C	Common	U	Uncommon
R	Rare		

Full Limited Set (363) \$800.00
Full Unlimited Set (363) 265.00
Prices are for Limited cards, which have black borders, like all the cards pictured on this page.
Unlimited cards, which have white borders, are worth 0.35 times equivalent Limited cards.

Name	Type	Rarity	Price
FEDERATION			
Albert Einstein	PE	R	10.00
Alexander Rozhenko	PE	U	1.00
Alyanne Nechayev	PE	R	8.00
Alyssa Ogawa	PE	U	1.00
Benjamin Maxwell	PE	U	1.00
Beverly Crusher	PE	R	25.00
Callaway	PE	C	.25
Christopher Hobson	PE	C	.25
Dorian Wallace	PE	C	.25
Duta	PE	R	70.00
Deanna Troi	PE	R	25.00
Dr. La Forge	PE	R	8.00
Dr. Leah Brahms	PE	R	8.00
Dr. Selar	PE	U	1.00
Eric Pressman	PE	U	1.00
Exocomp	PE	U	2.00
Federation Outpost	OUT	C	.50
Federation PADD	ED	C	.25
Fleet Admiral Shanthi	PE	L	1.00
Geordi La Forge	PE	R	10.00
Gust	PE	C	.25
Hannah Bates	PE	L	1.00
Jean-Luc Picard	PE	R	80.00
Jenna D'Sora	PE	U	3.00
Koreel Qdan	PE	U	1.00
K'Thley	PE	R	8.00
Leah Brahms	PE	R	8.00
Linda Larson	PE	C	.25
Lwaxana Troi	PE	R	8.00
MacKnight	PE	C	.25
Mendon	PE	C	.25
Morgan Bateson	PE	R	8.00
Mat the Barber	PE	U	1.00
Neela Daren	PE	R	8.00
Nikolai Rozhenko	PE	U	2.00
Norah Sane	PE	U	1.00
Reginald Barclay	PE	R	8.00
Richard Galen	PE	U	1.00
Riva	PE	U	1.00
Ro Laren	PE	R	20.00
Runabout	SH	C	.25
Sarek	PE	R	8.00
Sarek	PE	R	8.00
Shelby	PE	R	8.00
Simon Tarses	PE	C	.25
Sir Isaac Newton	PE	R	7.00
Sino Kalmari	PE	U	1.00
Sin Jaxa	PE	C	.25
Soren	PE	U	2.00
Starfleet Type II Phaser	EQ	C	.25
Tari	PE	C	.25
Tom Elbrun	PE	R	6.00
Tasha Yar	PE	R	15.00

Name	Type	Rarity	Price
Tauvik	PE	C	.25
Thomas Riker	PE	R	15.00
Toby Russell	PE	U	1.00
T'Pol	PE	U	2.00
Type IV Shuttlecraft	SH	C	.25
U.S.S. Britain	SH	R	8.00
U.S.S. Enterprise	SH	R	60.00
U.S.S. Excelsior	SH	C	.25
U.S.S. Galaxy	SH	C	.25
U.S.S. Hood	SH	R	8.00
U.S.S. Miranda	SH	C	.25
U.S.S. Nebula	SH	C	.25
U.S.S. Oberth	SH	C	.25
U.S.S. Phoenix	SH	R	9.00
U.S.S. Sutherland	SH	U	2.00
U.S.S. Yamato	SH	R	10.00
Yash	PE	R	10.00
Wesley Crusher	PE	R	25.00
William T. Riker	PE	R	30.00
Wolf	PE	R	15.00



Name	Type	Rarity	Price
KLINGON			
Ba'el	PE	U	2.00
Barrell	PE	C	.25
B'Elor	PE	R	6.00
B'Jik	PE	C	.25
Dikov	PE	C	.25
Dukath	PE	C	.25
Duras	PE	R	6.00
Fek'liir	PE	U	2.00
Gorath	PE	C	.25
Gowron	PE	R	8.00
I.K.C. Bortas	SH	R	7.00
I.K.C. Buruk	SH	R	7.00
I.K.C. Hegli'tu	SH	R	7.00
I.K.C. K'Var	SH	C	.25
I.K.C. Pagh	SH	R	7.00
I.K.C. Qu'Var	SH	R	7.00
I.K.C. Va'Cha	SH	C	.25
I.K.C. Vorn	SH	U	1.00
J'Daan	PE	C	.25
Kahless	PE	R	5.00
Kargan	PE	R	5.00
Kell	PE	J	1.00
Klog	PE	C	.25
Kle'eg	PE	C	.25
Klingon Disruptor	ED	C	.25
Klingon Outpost	OUT	C	.50
Klingon PADD	EQ	C	.25
K'mpec	PE	U	1.00
Kommel	PE	J	1.00
Kotat	PE	J	2.00
Kovath	PE	J	2.00
Korris	PE	J	1.00
Krimm	PE	C	.25
K'Tal	PE	J	1.00
K'Tesh	PE	C	.25
Kurak	PE	R	5.00
Kurn	PE	R	6.00
K'Vada	PE	U	1.00
L'Kar	PE	U	1.00
Lursa	PE	R	6.00
Maveg	PE	J	2.00
hu'Daq	PE	U	2.00
Taq	PE	L	1.00
Tarak	PE	U	2.00
Tatol	PE	U	1.00
Tatan	PE	C	.25
Vagh	PE	U	2.00
Vekma	PE	C	.25

Name	Type	Rarity	Price
ROMULAN			
Aldor Jarak	PE	R	5.00
Borcha	PE	U	1.00
D'deridera	SH	C	.25
Devaros	SH	R	10.00
Galathion	PE	C	.25
Hakona	SH	R	10.00
Jaraa	PE	C	.25
Jara	PE	C	.25
Khazara	SH	R	10.00
Mendak	PE	R	6.00
Marak	PE	U	2.00
Movar	PE	U	2.00
Neral	PE	U	1.00
N'Vak	PE	U	2.00
Paltrith	PE	C	.25
Pardak	PE	U	2.00
Parem	PE	U	1.00
Pi	SH	R	6.00
Romulan Disruptor	ED	C	.25
Romulan Outpost	OUT	C	.50
Romulan PADD	EQ	C	.25
Science Vessel	SH	C	.25
Scout Vessel	SH	C	.25
Sela	PE	R	7.00
Selak	PE	C	.25
Talbak	PE	U	2.00
Takkar	PE	C	.25
Talus	PE	C	.25
Tarus	PE	C	.25
Taul	PE	C	.25
Tebok	PE	U	1.00
Thai	PE	C	.25
Tokath	PE	U	2.00
Tomalak	PE	R	5.00
Tomek	PE	C	.25
Toreth	PE	R	5.00
Varel	PE	C	.25



Name	Type	Rarity	Price
NON-ALIGNED			
Amanu	PE	U	1.00
Baton	PE	U	2.00
Bak	SH	C	.25
Combat Vessel	PE	U	2.00
Devonari Rail	PE	C	.25
Dr. Forek	PE	U	2.00
Dr. Reyga	PE	U	2.00
Engineering Kit	EQ	C	.25
Engineering PADD	EQ	C	.25
Etan Jal	PE	U	2.00
Evek	PE	C	.25
Gorta	SH	U	2.00
Husnock Ship	PE	U	1.00
Ishana Yar	PE	U	2.00
Ja'Bill	PE	C	.25
Medical Kit	EQ	C	.25
Medical Recorder	EQ	C	.25
Mercenary Ship	SH	C	.50
Narik	PE	C	.25
Orell	PE	J	2.00
Roga Donar	PE	R	7.00
Tricorder	EQ	C	.25
Vektor	SH	C	.25
Yadian Shuttle	SH	C	.25
Zibalon Transport	SH	C	.25

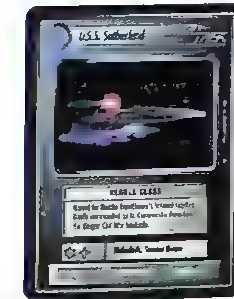
Name	Type	Rarity	Price
EVENTS AND INTERRUPTS			
Alien Groupie	INT	R	5.00
Alien Probe	EV	U	2.00
Amara Rogers	INT	U	2.00
Anti-Time Anomaly	EV	R	12.00
Asteroid Sanctuary	INT	C	.25
Atmospheric Ionization	EV	C	.25
Auto-Destruct Sequence	INT	U	1.00
Byronic Weapon Enhancement	EV	R	8.00
Cross	INT	R	8.00
Devil, The	INT	R	7.00
Disruptor Overload	INT	C	.25
Distortion Field	EV	U	2.00
Distortion of Continuum	INT	J	2.00
Emergency Transporter Ambassadors	INT	C	.25
Energy Vortex	INT	J	1.00
Escape Pod	INT	C	.25
Espionage: Federation/Klingon	EV	C	.25
Espionage: Klingon/Federation	EV	C	.25

Name	Type	Rarity	Price
Espionage: Romulan/Federation	EV	C	.25
Espionage: Romulan on Klingon	EV	C	.25
Full Planet Scan	INT	U	2.00
Gaps in Normal Space	EV	U	2.00
Generatronic Replicator	EV	U	2.00
Goddess of Empathy	EV	R	5.00
Holo-Projectors	EV	U	3.00
Honor Challenge	INT	R	5.00
Irigh	INT	R	8.00
Incoming Message-Federation	INT	U	1.00
Incoming Message-Klingon	INT	U	1.00
Incoming Message-Romulan	INT	U	1.00
Jagion Shrek-Information Broker	INT	R	6.00
Juggler, The	INT	U	2.00
Kevin Unbridge	INT	U	2.00
Kryas Fan-Collector	EV	U	2.00
Klingon Death Yell	INT	R	5.00
Klingon Right of Vengeance	INT	C	.25
Life-Form Scan	INT	U	2.00
Long-Range Scan	INT	C	.25
Lore Returns	EV	R	8.00
Lore's Fingernail	EV	R	10.00
Loss of Orbital Stability	INT	C	.25
Masaka Transformations	EV	U	2.00
Metaphasic Shields	EV	U	3.00
Near Warp Transport	INT	U	1.00
Neural Servo Device	EV	U	2.00
Nutritional Shields	EV	U	3.00
Polar Tolt-Alien Trader	INT	C	.25
Particle Fountain	INT	C	.25
Partisan Enhancers	EV	C	.25
Plasma Fire	EV	C	.25
Q-NET	EV	C	.25
Q2	INT	U	2.00
Raise the Stokes	EV	U	4.00
Red Alert!	EV	C	.50
RES-Q	EV	C	.25
Rogue Borg Mercenaries	INT	C	.50
Scan	INT	C	.25
Ship Seizure	INT	C	.25
Spacedock	EV	C	.25
Static Warp Bubble	EV	C	.50
Subspace Interference	INT	C	.25
Subspace Schism	INT	U	1.00
Subspace Warp Rift	EV	C	.25
Supernova	EV	R	10.00
Tachyon Detection Grid	INT	C	.25
Teleportal Alien Kidnappers	EV	U	2.00
Temporal Rift	INT	U	2.00
Tetryon Field	EV	C	.25
Transwarp Conduit	INT	U	2.00
Traveler, The: Transcendence	EV	U	2.00
Treaty: Federation/Klingon	EV	C	.50
Treaty: Federation/Romulan	EV	C	.50
Treaty: Romulan/Klingon	EV	C	.50
Vulcan Mindmeld	INT	U	1.00
Warp Core Breach	EV	R	6.00
Where No One Has Gone Before	EV	C	.25
Wormhole	INT	C	.25



Name	Type	Rarity	Price
ARTIFACTS, DILEMMAS AND MISSIONS			
Alien Abduction	DI	U	1.00
Alien Parasites	DI	U	1.00
Anaphasic Organism	DI	C	.25
Ancient Computer	DI	R	5.00
Archer	DI	C	.50
Arms-Skin of Evil	DI	R	8.00
Avert Disaster	DI	R	5.00
Barclay's Photoplasmic Disease	DI	R	6.00
Bezzwout Gift Box	AR	R	15.00
Birth of "Junior"	DI	U	2.00
Borg Ship	DI	R	12.00
Choloth	DI	U	2.00
Cloaked Mission	DI	U	1.00
Cosmic String Fragment	DI	U	1.00
Covert Installation	DI	C	.25
Covert Rescue	DI	U	1.00
Cultural Observation	DI	R	6.00
Cybernauts	DI	R	5.00
Diplomacy Mission	DI	U	1.00
E-Kaeli Creature	DI	U	2.00
Evolution	DI	U	1.00
Evilists Terraforming	DI	R	4.00

Name	Type	Rarity	Price
Excavation	DI	C	.25
Explore Black Cluster	DI	R	3.00
Explore Dyson Sphere	DI	R	4.00
Explore Typhoon Expense	DI	R	3.00
Expose Covert Supply	DI	U	1.00
Extraction	DI	R	4.00
Femide's Love Interest	DI	C	.25
Fever Emergency	DI	C	.25
Firestorm	DI	U	2.00
First Contact	DI	U	1.00
Gravitic Mine	DI	U	1.00
Hologram Ruse	DI	U	1.00
Hong'in	AR	R	15.00
Hunt for DNA Program	DI	R	6.00
Hyper-Aging	DI	U	2.00
Iconia Investigation	DI	R	4.00
Iconia Computer Weapon	DI	C	.25
Impassable Door	DI	C	.25
Interphase Generator	AR	R	12.00
Investigate Alien Probe	DI	R	4.00
Investigate Anomaly	DI	C	.25
Investigate Disappearance	DI	R	4.00
Investigate Disturbance	DI	R	4.00
Investigate Massacre	DI	R	3.00
Investigate Raid	DI	R	4.00
Investigate Rogue Comet	DI	R	3.00
Investigate "Shattered Space"	DI	R	5.00
Investigate Signaling	DI	R	3.00
Investigate Time Continuum	DI	R	3.00



Khronek Research	MI	R	4.00
Krios Suppression	MI	J	1.00
Kranan Game	DI	R	5.00
Kurien Naikos	AR	R	5.00
Male's Love Interest	DI	C	50
Maternalist Society	DI	U	1.00
Medical Relief	MI	R	4.00
Menthor Booby Trap	DI	C	25
Microbiotic Colony	DI	C	25
Microvirus	DI	C	25
Mogulium	DI	R	6.00
Nanitas	DI	R	1.00
Nausicaans	DI	L	2.00
New Contact	MI	R	4.00
Nitium Mite Parasites	DI	L	2.00
No! Space	DI	L	1.00
Pegasus Search	MI	R	5.00
Phased Matter	DI	C	25
Plunder Site	MI	L	1.00
Portal Guard	DI	U	2.00
Porta	DI	R	12.00
Radioactive Garbage Snow	DI	U	1.00
Rebel Encounter	DI	J	2.00
Relief Mission	MI	C	25
REM Fatigue Hallucinations	DI	U	1.00
Repair Mission	MI	C	25
Restore Errant Moon	DI	L	1.00
Sarenko	DI	R	5.00
Sarghang Plunder	MI	R	3.00
Secret Salvage	MI	J	60
Seek Life-Form	MI	R	4.00
Shiko, Where the Walls Fell	DI	L	1.00
Strateg. Diversion	MI	U	1.00
Study "Hole in Space"	MI	R	3.00
Study Lanka Pulsar	MI	R	4.00
Study Nebula	MI	C	25
Study Plasma Streamer	MI	C	25
Study Stellar Collision	MI	R	4.00
Sunny Mission	DI	J	2.00
Tarellian Plague Ship	DI	R	5.00
Temporal Casualty Loop	MI	C	25
Test Mission	AR	R	15.00
Thought Make	AR	R	12.00
Time Travel Pod	AR	R	12.00
Tox Urthor	DI	R	5.00
Urbakovsky Infection	D	J	1.00
9-Dimensional Creatures	AR	R	12.00
War-T1 Disruption	AR	R	12.00
Wigan Stone of Gol	D	R	5.00
Wind Dancer	MI	R	4.00
Wormhole Negotiations			

INQUEST CHECKLIST



Fallen Empires™

Name	Type	Rarity	Rating
ARTIFACTS			
Aedgale	ART	R	***
Baba of Restoration	ART	R	***
Cornish Horn	ART	R	***
Delia's Cone	ART	U	***
Delia's Cube	ART	R	***
Dragonian Cylix	ART	R	***
Even Lyre	ART	R	***
Impiments of Sacrifice	ART	R	***
King of Renewal	ART	R	***
Spirit Shield	ART	R	***
Zelany Sword	ART	R	***

BLACK			
Amor Thull	SC	C	****
Basal Thull	SC	C	****
Breeding Pit	EN	U	****
Derelet	SC	R	****
Ebon Praetor	SC	R	****
Hymn to Tawach	SOR	C	****
Inherites of the Ebon Hand	SC	C	****
Manistab Thull	SC	C	****
Neate	SC	C	****
Order of the Ebon Hand	SC	C	****
Soul Exchange	SOR	U	****
Thull Champion	SC	R	****
Thull Retainer	EC	J	****
Thull Wizard	SC	U	****
Tawach's Chant	EN	U	****
Tawach's Gate	EL	R	****

BLUE			
Deep Spawn	SC	U	***
High Tide	INS	C	***
Homard	SC	C	***
Homard Shaman	SC	R	***
Homard Spawning Bed	EN	J	***
Homard Warrior	SC	C	***
Messine	EC	C	***
River Merlok	SC	R	***
Seasinger	SC	U	***
Syzygiant Priest	SC	U	***
Tidal Flats	EN	C	***
Tidal Influences	EN	U	***
Vodavian Knights	SC	R	***
Vodavian Mage	SC	C	***
Vodavian Soldiers	SC	C	***
Vodavian War Machine	SC	R	***

GREEN			
Elven Fortress	EN	C	***
Elvish Farmer	SC	R	***
Elvish Hunter	SC	C	***
Elvish Scout	SC	C	***
Feral Phalid	SC	U	***
Fungal Bloom	EN	R	***
Night Soil	EN	C	***
Spore Cloud	INS	C	***
Spore Flower	SC	U	***
Thalid	SC	C	***
Thalid Devourer	SC	U	***
Thelonde Brand	SC	U	***
Therian Monk	SC	R	***
Therian's Chant	EN	U	***
Therian's Curse	EN	R	***
Therian Thalid	SC	C	***

RED			
Blisskrow Arts	SC	C	***
Dwarven Armorer	SC	R	***
Dwarven Catapult	INS	J	***
Dwarven Lieutenant	SC	U	***

Name	Type	Rarity	Rating
Dwarven Soldier	SC	C	***
Goblin Charioteer	SC	C	***
Goblin Grenade	SOR	C	***
Goblin Harlot	SC	R	***
Goblin Kites	EN	U	***
Goblin War Drums	EN	U	***
Goblin Warrens	EN	R	***
Orkish Captain	SC	U	***
Orkish Spy	SC	C	***
Orkish Veteran	SC	C	***
Orgh	SC	R	***
Raiding Party	EN	U	***



WHITE			
Combat Medic	SC	C	***
Forelita Priest	SC	U	***
Forelita's Mantle	EC	U	***
Forelita's Zealot	SC	C	***
Head of Justice	SC	R	***
Herosm	EN	U	***
Icaton Infantry	SC	C	***
Icaton Jewelers	SC	C	***
Icaton Lieutenant	SC	R	***
Icaton Phoenix	SC	C	***
Icaton Priest	SC	U	***
Icaton Scout	SC	C	***
Icaton Skirmishers	SC	R	***
Icaton Town	SOR	C	***
Order of Leitaur	SC	C	***

LANDS			
Bottomless Vault	LAN	R	***
Dwarven Hold	JAN	U	***
Dwarven Ruins	JAN	U	***
Ebon Stronghold	JAN	U	***
Havenwood Battleground	JAN	U	***
Hollow Trees	LAN	U	***
Icaton Store	LAN	R	***
Rainbow Vale	LAN	U	***
Ruins of Trakair	LAN	U	***
Sand Sails	LAN	R	***
Syzygiant Temple	LAN	U	***



JYHAD

Key	EQ	Equipment	Master
AC	Ally	MA	Reaction
AM	Action/Modifier	RET	Retainer
CO	Combat		
C	Common	R	Rare
U	Uncommon	V	Vampire
Name	Rarity	Type	Characteristic
Amor's Feeding Razor	R	EQ	

Name	Rarity	Type	Characteristic
Academic Hunting Ground	U	MA	Tremere
Aching Beauty	U	MA	Toreador
Acrobats	C	CO	Celery
Aid from Bats	C	CO	Celery
Al's Army Apparatus	R	MA	Brujah
Amianth	U	CO	
Anarch Revolt	U	MA	
Anarch Troublemaker	R	MA	
Ancient Influence	C	PA	
Ancilla Empowerment	C	PA	
Animalism	C	MA	
Arcane Library	R	MA	Tremere
Archon	V	PA	Prince/Justicar
Arms Dealer	U	AL	Brujah
Army of Bats	C	AC	Animalism
Arson	C	AC	
Art Museum	R	MA	Toreador
Ascendence	C	U	
Assault Rifle	C	U	
Asylum Hunting Ground	U	MA	Malkavian
Aura Reading	U	CO	Auspex
Auspex	C	MA	
Autakus Persecution	C	PA	
Backways	U	MA	Gangrel
Banons, The	C	MA	
Barstard Sward	U	IN	
Behind You	R	CO	Obfuscate
Betrayer	R	MA	
Bewitching Orator	C	AM	Presence
Blood Band	U	AC	
Blood Doll	C	MA	
Blood Fury	C	CO	
Blood Puppet	R	MA	
Blood Rage	C	CO	Thaumaturgy
Blood Hunt	U	AC	Prince/Justicar
Blur	C	CO	Celery
Body of Sin	R	CO	Protean
Bomb	U	EQ	
Bonding	C	AM	Dominant
Bored in	C	CO	
Brainwash	C	MA	
Bribes	C	AM	
Brutal Frenzy	U	MA	
Brutal Justice	R	PA	
Burns Rush	C	AC	
Burst of Sunlight	R	CO	Thaumaturgy
Business Pressure	R	AM	Presence
Camoufla Exemplary	C	PA	
Canine Horde	C	CO	Animalism
Car Burglary	R	AC	Celery
Car's Guidance	C	RE	Animalism
Cauldron of Blood	C	CO	Thaumaturgy
Celery	C	MA	
Chainaw	U	EQ	
Change of Target	U	AM	
Charity	U	MA	Tremere
Charming Lobby	U	AC	Presence
Charmes the Imp	R	RET	Tremere
Claws of the Dead	C	CO	Protean
Clock the Gathering	C	AM	Obfuscate
Computer Hacking	C	AC	
Concealed Weapon	C	CO	Obfuscate
Conditioning	C	AM	Dominant
Conquer the Beast	R	CO	Animalism
Conspicuous Boon	C	PA	
Consoling	C	PA	
Conservative Agitation	C	AC	Thaumaturgy
Cryptic Mission	C	AC	
Cryptic Rider	U	AM	
Cultivated Blood Shortage	U	MA	
Cunctator Mahon	R	PA	
Curse of Nibors	R	MA	Brujah
Dawn Operation	U	AM	Fortitude
Day Operation	U	AM	Fortitude
Dead-End Alley	C	CO	
Deal with the Devil	C	MA	
Dear Rifle	C	EQ	
Deflection	C	RE	Dominant
Delaying Tactics	U	RE	
Disarming Presence	U	MA	Presence
Disguised Weapon	C	CO	Obfuscate
Disputed Territory	C	PA	
Disruption	R	AC	Celery
Dodge	C	CO	
Domain Challenge	C	PA	
Dominant	C	MA	
Dragon breath Rounds	U	CO	Thaumaturgy
Dragon Essence	U	CO	
Dramatic Upheaval	V	PA	
Drawing Out the Beast	C	CO	Animalism
Dread Gaze	C	RE	Presence
Eagles Sight	U	RE	Auspex
Earth Control	C	AM	Protean
Earth Meld	C	CO	Gangrel
Eco Terrorists	R	MA	
Effective Management	C	MA	
Elder Kindred Network	U	RE	Venture
Elder Library	C	MA	
Elysium: The Abolition	U	MA	
Embace, The	R	AC	
Enchanted Kindred	C	AC	Presence
Enhanced Senses	C	RE	Auspex
Enhancement	R	AC	Presence
Faceless Night	C	AM	
Fake Out	C	CO	
Fame	U	MA	
Far Hasty	R	AC	Dominant
Fast Hands	U	CO	Celery

Name	Rarity	Type	Characteristic
Fast Reaction	C	RE	Auspex
Fifth Tradition: Hospitality	U	AC	Prince/Justicar
Fifth Tradition: ...	R	PA	Prince/Justicar
Fists of Death	R	CO	Potence
Flak Jacket	C	EQ	
Flame Thrower	U	EQ	
Flash	C	CO	Celery
Flesh of Marble	R	CO	Protean
Form of Ghost	C	CO	Protean
Form of Mist	U	CO	Protean
Fortitude	C	MA	
.44 Magnum			
Fourth Tradition	U	AC	Prince/Justicar
Fragment of Book of Nod	R	MA	
Freak Drive	R	AM	Fortitude
Frenzy	C	MA	
Game of Malkav	U	MA	Malkavian
Gangrel De-evolution	J	MA	
Gangrel Justicar	R	PA	
Ghoul Escort	R	RET	
Ghoul Refiner	R	RET	
Giant's Blood	R	MA	
Gird Minions	C	MA	
Gleaser Rounds	U	CO	
Gleam of Red Eyes	C	CO	Protean
Gokondo-Inner Peace	R	MA	
Govern the Unaligned	C	AC	Dominant
Grave Robbing	U	AC	Dominant
Grenade	U	EQ	
Growing Fury	C	CO	Potence
Gypsies	J	AL	Gangrel
Haven Uncovered	C	MA	
Howl	C	EQ	
Hell Hound	R	AL	
Hidden Jucker	C	AC	Obfuscate
High Stakes	R	PA	
Hominulus	U	RET	Protean
Hostile Takeover	R	MA	
Illegal Search and Seizure	C	MA	
Immortal Grapple	R	CO	Potence
Incarnability	C	CO	Fortitude
Infernal Pursuit	J	CO	Celery
Information Highway	J	MA	
IR Goggles	J	EQ	
Ivory Bow	R	EQ	
J.S. Simmons Esq.	R	RET	
Jackie Therman	R	RET	
Kindred Intelligence	R	AC	
Kindred Restructure	V	PA	
Kindred Segregation	V	PA	
Kindred Society Games	R	MA	Toreador
Kine Dominance	R	AC	Dominant
Kine Resources Contested	C	PA	
Knights, The	R	AL	Brujah
KRCG News Radio	U	MA	
Labyrinth, The	U	MA	Nosferatu
Laptop Computer	C	EQ	
Legal Manipulations	C	AC	Presence
Letter from Vienna	U	MA	
Life Boon	V	PA	
Last in Crowds	C	AM	Obfuscate
Loyal Street Gang	U	AL	Brujah
Lucky Blow	C	CO	
Madness Network	R	MA	Malkavian
Magic of the Smith	R	AC	Thaumaturgy
Majesty	C	CO	Potence
Major Boon	J	MA	
Malkavian Demerita	J	MA	
Malkavian Justicar	R	PA	
Malkavian Punk	R	MA	Malkavian
Malkavian Time Auction	R	MA	Malkavian
Manstapper Rounds	U	CO	
Mask of 1,000 Faces	U	AM	
Masquerade Endangered	U	MA	
Masquerade Enforcement	V	PA	Prince/Justicar
Memo Underground	U	MA	
Mighty Grapple	C	CO	Potence
Millicent Smith	R	MA	
Minion Top	C	MA	
Minor Boon	U	MA	
Misdirection	C	MA	
Mob Connections	U	MA	
Monocle of Gentry	R	EQ	
Movement of Slow Body	U	AC	Protean
Movement of the Mind	C	CO	Thaumaturgy
Mr. Winthrop	R	RET	
Muddled Vampire Hunter	L	AL	Malkavian
Murder of Crows	R	RET	Animalism

Name	Rarity	Type	Characteristic
Night Moves	U	AC	Obfuscate
Nimble Feet	C	CO	
Nosferatu Justicar	R	PA	Celery
Nosferatu Potence	U	CO	
Obedience	U	RE	Dominate
Obfuscate	C	MA	
Open Gule	C	CO	Tremere
Outcast Mage	U	AL	
Owl Companion	U	RET	Animalism
Parity Shift	V	PA	
Parotia	R	AC	Prince/Justicar
Peace Treaty	C	PA	
Physic Projection	R	AC	Auspex
Police Department	U	MA	
Political Ally	R	AL	Animalism
Political Backlash	C	RE	
Political Flux	C	PA	Auspex
Potence	C	MA	
Powerbase: Chicago	U	MA	Auspex
Powerbase: Washington	U	MA	
Proxis Seizure: Atlanta	R	PA	Prince/Justicar
Proxis Seizure: Boston	R	PA	
Proxis Seizure: Chicago	R	PA	Auspex
Proxis Seizure: Cleveland	R	PA	
Proxis Seizure: Dallas	R	PA	Animalism
Proxis Seizure: Houston	R	PA	
Proxis Seizure: Miami	R	PA	Auspex
Proxis Seizure: Seattle	R	PA	
Proxis...Washington	R	PA	Auspex
Proxis, Solomon	V	PA	
Presence	C	MA	Celery
Proleian	C	MA	
Protected Investment	C	MA	Auspex
Psyche	U	CO	
Psychic Projection	R	AC	Obfuscate
Psychic Veil	R	AC	
Pulled Fangs	R	CO	Dominate
Pulling Strings	U	RE	
Pulse of Canaille	U	AC	Auspex
Rack, The	U	MA	
Rampage	U	AC	Potence
Rapid Healing	C	AC	
Rat's Warning	C	RE	Animalism
Raven Spy	U	RET	
Read Intentions	C	CO	Auspex
Regaining Upper Hand	C	PA	
Renegade Garou	R	AL	Gangrel
Renegade Garou	R	AL	
Resplendent Protector	R	RET	Toreador
Restoration	C	AC	
Reversal of Fortunes	V	PA	Fortitude
Ritual Challenge	R	AC	
Ritual of the Bitter Rose	R	AM	Gangrel
Ritschreck	U	MA	
Rowan Ring	R	EQ	Potence
RPG Launcher	R	EQ	
Rumors of Gehenna	R	PA	Prince/Justicar
Sabbat Threat	V	PA	
Saturday Night Special	C	EQ	Auspex
Sawed-Off Shotgun	C	EQ	
Scorn of Adonis	U	AM	Toreador
Second Tradition: Borman	U	RE	
Seduction	C	AM	Dominate
Sengir Dagger	R	EQ	
Shattering Blow	C	CO	Potence
Short Term Investment	C	MA	
Sidelys	C	CO	Celery
Sixth Tradition...	U	AC	
Skin of Night	U	CO	Prince/Justicar
Skin of Cock	C	CO	
Skin of Steel	C	CO	Fortitude
Slashers, The	R	AL	
Smum Hunting Ground	U	MA	Brujah
Smiling Jack the Anarch	R	MA	
Social Charm	C	AC	Nosferatu
Society Hunting Ground	U	MA	
Society of Leopold	R	EQ	Presence
Soul Gem of Enus	R	MA	
Spawning Pool, The	R	MA	Toreador
Spirit's Touch, The	C	RE	
Sport Biko	U	EQ	Nosferatu
Spying Mission	U	MA	
Stake	U	AM	Auspex
Storm Sowers	U	MA	
Submachine Gun	U	EQ	Nosferatu
Succubus Club	R	MA	
Sudden Reversal	U	MA	Potence
Surprise Influence	C	RE	
Talbot's Chansouf	R	EQ	Auspex
Tasha Morgan	R	RET	
Tasha Morgan	R	RET	Auspex
Taste of Vitae	U	CO	
Telepathic Counter	C	RE	Justicar
Telepathic Misdirection	C	RE	
Telepathic Gate Counting	R	MA	Tremere
Temptation Great Power	R	MA	
Thadus Zbo (Mage)	R	AL	Auspex
Thaumaturgy	C	MA	
Thaumaturgy	C	CO	Thaumaturgy
Third Tradition Progeny	U	AM	
Threats	C	AC	Dominate
Thrown Gate	C	CO	
Thrown Sewer Jid	C	CO	Potence
Toreador Justicar	R	PA	
Torn Signpost	U	CO	Potence
Tragic Love Affair	U	MA	
Trap	C	CO	Auspex
Tremere Justicar	R	PA	

Name	Rarity	Type	Characteristk
Undead Persistence	U	CD	Fortitude
Undead Strength	C	CD	Potency
Unflinching Persistence	C	CD	Fortitude
Unnatural Disaster	C	MA	
Uplown Hunting Ground	J	MA	
Vampire Disease	R	MA	
Vampiric Speed	C	CD	Celerity
Vanish from Mind's Eye	C	CD	Obscure
Vast Wealth	J	MA	
Venture Headquarters	U	MA	Venture
Venture Jutkar	R	PA	
Vater Captivation	U	AM	Presence
Vulnerability	U	MA	
Wake Evenings Freshness	C	RE	
Walk of Fame	U	CO	Thaumaturgy
Warzone Hunting Ground	U	MA	Brugh
Weather Control	U	CG	Thaumaturgy
Well-Aimed Car	U	CO	Potency
Wolf Claws	C	CO	Protean
Wolf Companion	U	RET	Animalism
XTC Lured Blood	R	MA	
Zip Gun	U	CO	
Zoo Hunting Ground	U	MA	Gengrei



Name	Rarity	Clon
VAMPIRES		
Adriana	V	Toreador
Agrippa	V	Nosferatu
Alph	V	Malkavian
Anastasia Gray	V	Gangrel
Andrews-Baird of Crete	V	Toreador
Ange	V	Brugh
Angus-The Unruly	V	Gangrel
Anneke	V	Toreador
Anson	V	Toreador
Arvil	V	Brugh
Apocarus	V	Brugh
Asht Thomas	V	Tremere
Badger	V	Gangrel
Basilia	V	Gangrel
Bear Paw	V	Gangrel
Bianco	V	Brugh
Black Cat	V	Brugh
Brazil	V	Malkavian
Camille Devereux	V	Gangrel
Cardano	V	Tremere
Cassandra-Augus Prime	V	Tremere
Chester DuBois	V	Nosferatu
Colin Flynn	V	Toreador
Courtland Leighton	V	Venture
Cusher	V	Brugh
Danica Dana	V	Malkavian
Dalish Easton	V	Toreador
Demetrius Slater	V	Toreador
Didi Meyers	V	Malkavian
Dietrich West	V	Toreador
Dimple	V	Nosferatu
Dolittle	V	Malkavian
Democritus	V	Venture
Don Cruz-The Idealist	V	Brugh
Donnan Stock	V	Toreador
Dr. Jesti	V	Malkavian
Dr. John Casey	V	Tremere
Dr.-Leader of the Cold Down	V	Brugh
Duck	V	Nosferatu
Ebonazer Roush	V	Nosferatu
Eilat Sincor-Vitruvo Thespian	V	Toreador
Emerson Bridges	V	Venture
Fabrica Mostrom	V	Toreador
Gideon Fontaine	V	Venture
Gilbert Duane	V	Malkavian
Griane St. Clare	V	Gangrel
Grendel-The Worm Eaten	V	Nosferatu
Guiliana Vincenza	V	Gangrel
Guntler-Beast Lord	V	Gangrel
Hassine Kesi	V	Cliff
Heather Flarent-The Opportunist	V	Venture
Hector Sosa	V	Brugh
Helene Cosmair	V	Venture
Ignatius	V	Tremere
Igo-The Hungry	V	Cliff
Jazz Westworth	V	Venture
Jing Wei	V	Tremere
Jurina-Elder of Dallas	V	Tremere
Kallista-Master Sculptor	V	Toreador
Koko	V	Nosferatu
Laratus	V	Tremere
Luzia Peccola	V	Venture
Luzian	V	Malkavian
Lucetia-Cess Queen	V	Nosferatu

Name	Rarity	Clon
Lupo	V	Brugh
Lydian Van Cuelen	V	Tremere
Manel-Lady Thunder	V	Malkavian
Marty Lechans	V	Nosferatu
Masika	V	Toreador
Melissa Barton	V	Venture
Meril Molitor	V	Tremere
Miranda Semova	V	Brugh
Natasha Volfchek	V	Venture
Nancy McLaren	V	Cliff
Nik	V	Cliff
Normal	V	Malkavian
Ozma	V	Malkavian
Quinton McDonnell	V	Gangrel
Rake	V	Brugh
Ramuel Dupre	V	Toreador
Rick Van Ramsy	V	Gangrel
Roland Bishop	V	Malkavian
Roland Lousman	V	Venture
Roman Alexander	V	Gangrel
Rosea David	V	Tremere
Roxanne-Rexia of the 13th Floor	V	Malkavian
Rufina Soledad	V	Venture
Sabine Lafite	V	Tremere
Sammy	V	Nosferatu
Sarah Cobble	V	Tremere
Sebastian Morley	V	Nosferatu
Selma-The Repugnant	V	Nosferatu
Sheldon-Lord of the Clog	V	Nosferatu
Sir Walter Nash	V	Venture
Smudge-The Ignored	V	Cliff
Sylvester Simms	V	Malkavian
Tahana Romanov	V	Toreador
Thomas Thorne	V	Tremere
Tiberius-Scandalmonger	V	Nosferatu
Tura Vaughn	V	Brugh
Tusk-Telebearer	V	Nosferatu
Ulugh Beg-The Watcher	V	Tremere
Uma Hatch	V	Brugh
Unch Water	V	Cliff
Violette Pieniss	V	Venture
William Andor	V	Gangrel
Wynn	V	Gangrel
Yun-The Tolon	V	Brugh
Zack North	V	Gangrel
Zebulon	V	Malkavian



<h1>SPELLFIRE</h1>		TSR
Key		
DD	<i>Advanced Dungeons & Dragons</i>	
DL	<i>Dragonlance</i>	
DS	<i>Dark Sun</i>	
FR	<i>Forgotten Realms</i>	
GH	<i>Greyhawk Adventures</i>	
RL	<i>Ravenloft</i>	
#	<i>Name</i>	<i>World</i>
SECOND EDITION		
1	Waterdeep	FR
2	Menzoberranzan	FR
3	Zhentil Keep	FR
4	Shadewale	FR
5	Cormyr	FR
6	Sembia	FR
7	Moonshae Isles	FR
8	Thay	FR
9	Calimshan	FR
10	Pirate Isles	FR
11	Ravens Bluff	FR
12	The Great Rift	FR
13	Myth Drannor	FR
14	Vassa	FR
15	Jungles of Chult	FR
16	The High Forest	FR
17	Sword Coast	FR
18	Anuroch	FR
19	Impiltur	FR
20	Icewind Dale	FR
21	The High Moor	FR
22	Rashemen	FR
23	Damara	FR
24	Harpell	FR
25	Dragonspear Castle	FR
26	Daggerdale	FR

Name	World
27 Darkhold	FR
28 Haunted Hall of Eveningstar	FR
29 Evermeet	FR
30 The Trollmoors	FR
31 Berdusk	FR
32 Tannors	FR
33 Mulmaster	FR
34 Hillsfar	FR
35 Suzail	FR
36 Arabel	FR
37 Fortifications	FR
38 Fortifications	FR
39 Selune	FR
40 Pezarron Mithra	FR
41 Alos the Self Sword	FR
42 King Azoun IV	FR
43 Maligor the Red	FR
44 Elminster the Mage	FR
45 Drizzt Do'Urden	FR
46 Midnight Goddess of Magic	FR
47 Tong Mac Cei, the Ironlord	FR
48 The Peregash	FR
49 Breenor Battlehammer	FR
50 Marco Volo	FR
51 The Harpers	FR
52 Gnomes of Somek	FR
53 Adventurers!	FR
54 War Party	DD
55 Crime Lord	FR
56 Adventurers	FR
57 The Johnslayers	FR
58 Armies of Bloodstone	DD
59 The Iron Legion	DD
60 Tergoz Terhammer	GH
61 Myrmidons	DD
62 The Magister	FR
63 Knight the Shaman	FR
64 King Halvar II	FR
65 Pteranodon	DD
66 Gargosaurus	DD
67 Greater Feyr	FR
68 Cleric of Gond	FR
69 Cleric of Torm	FR
70 Baba Yaga's Hut	FR
71 Draw Malion	FR
72 Dracolith	FR
73 Vases Frenesayers	FR
74 Allisa of the Aust	FR
75 Gryph the Saunal	FR
76 Vorden Kerist	FR
77 Amarril	FR
78 Joliet the Rush	FR
79 Dwarf of Earthfast	FR
80 The Black Courier	FR
81 Hornhead Saunal	DD
82 Dagrande	FR
83 Mind Foyer	DD
84 Noble Djinni	DD
85 Huhodon	FR
86 Intellect Devourer	DD
87 Shandril	FR
88 Tinceratops	DD
89 Cleric of Malor	FR
90 Airship	DD
91 Bad Omens	DD
92 Fortunate Omens	DD
93 Rod of Shapechange	FR
94 Dwarven Hammer	DD
95 Staff of Striking	DD
96 Honors of the Abyss	DD
97 Flameblade	DD
98 Figure of Wondrous Power	DD
99 Cataclysm!	DD
100 Good Fortune	DD
101 Surprise Raid	DD
102 Banner of the One Eyed God	DD
103 Vineheart	DD
104 Orb of Doom	DD
105 Staff of Conjuring	DD
106 Spell of Formless Horror	DD
107 Safe Harbor!	DD
108 Labor of Legend	DD
109 Wand of Light	DD
110 Elf Gallies	DD
111 The Free City of Greyhawk	GH
112 The Lands of Luz	GH
113 The Pantry	GH
114 Hold of the Sea Princess	GH
115 The Yeomany	GH
116 Blackmoor	GH
117 The Hamed Society	GH
118 The Wolf Nomads	GH
119 Stench	GH
120 Nyronid	GH
121 Veluna	GH
122 Euryondy	GH
123 The Great Kingdom	GH
124 Temple of Elemental Evil	GH
125 Greyhawk Ruins	GH
126 Penrithland	GH
127 Seeland	GH
128 Celene	GH
129 The Bright Desert	GH
130 Theocracy of the Pale	GH
131 The Bone March	GH
132 The Ducky of Unst	GH
133 The Sea Berons	GH

Name	World
134 Bissel	GH
135 The Scarlet Brotherhood	FR
136 Irongate	GH
137 Principality of Ulek	GH
138 County of Samdi	GH
139 Duchy of Tanh	GH
140 Bureled Forest	GH
141 Castle Hart	GH
142 Arms of the Hamed Society	GH
143 Arms of Luz	GH
144 Arms of Grayhawk	GH
145 Arms of the Great Kingdom	GH
146 Arms of Euryondy	GH
147 Arms of Nyronid	GH
148 Skull Keep	GH
149 Fortification	GH
150 Siege!	DD
151 War Banner	DD
152 Codex of the Infinite Planes	GH
153 Crysta of the Ebon Flame	GH
154 Hordes of Castle Grayhawk	GH
155 Skeletal Horde	GH
156 Eye and Hand of Vecna	GH
157 Orb of Dragonkind	GH
158 Baba Yaga's Hut	GH
159 Chanot of Lyra	GH
160 Cup of A'Kabar	GH
161 Rary the Traitor	GH
162 Mardiankainen	GH
163 Tyslin Son	GH
164 Otto	GH
165 Mika the Wolf Nomad	GH
166 Lath, the Spider Queen	GH
167 Luz the Elf	GH
168 Maltry	DD
169 Swordworth	DD
170 Sysano	GH
171 Kiera	GH
172 Helman Taurin	GH
173 Griffin	GH
174 Sea Zombie	DD
175 Mist Wolf	DD
176 Tymon	GH
177 Quagmire the Dragon	GH
178 Seagrim the Just	DD
179 Skull	DD
180 Berserk Fury	DD
181 Wolf Nomads	GH
182 Zador	DD
183 Miles	DD
184 Tryston	DD
185 Thorvid	GH
186 Fairy Madness	GH
187 Nemox	GH
188 Yeung Gold Dragon	GH
189 Ash Druid	GH
190 Hell Hound	DD
191 Griffin	DD
192 Giant Skeleton	DD
193 Skeleton	DD
194 Winged Horror	DD
195 Treats of the Grandwood	DD
196 Rangers of the Hamwood	DD
197 Magic Barding	DD
198 Border Forts	FR
199 Ren's Crystal Ball	GH
200 Falcon Figure	DD
201 Transformation!	DD
202 Enslavement	DD
203 Siege	DD
204 Bribery!	DD
205 Charge	DD
206 Magic Sword	DD
207 Enlarge	DD
208 Ring of Shooting Stars	DD
209 Arms of Veluna	DD
210 Fast Talking!	DD
211 Flight	DD
212 Shapechange	DD
213 Barbarian Raiders!	DD
214 Treasure Fleet	DD
215 Potion of Fire-Breathing	DD
216 Arms of the Shield Lands	DD
217 Net of Entrapment	DD
218 Johnny's Mask	DD
219 Helm of Teleportation	DD
220 Rod of Despel Magic	DD
221 Dray	DD



Name	World
222 Room	DS
223 Luck	DS
224 Tyr	DS
225 Gulg	DS
226 Mibeny	DS
227 Batic	DS
228 The Mud Palace	DS
229 Warm Ledgeopolus	DS
230 South Ledgeopolus	DS
231 Altanuk	DS
232 Salt View	DS
233 Ogo	DS
234 Makla	DS
235 Kaidany	DS
236 Archid	DS
237 Salt View	DS
238 Waverly	DS
239 Radach	DS
240 Grustenal	DS
241 Yaomake	DS
242 Last Oasis	DS
243 Gak's Pool	DS
244 Silver Spring	DS
245 Biter Wall	DS
246 Black Waters	DS
247 Fort Melidor	DS
248 Dungeon of Gulg	DS
249 Ziggurat	DS
250 Temple	DS
251 Mogadisho's Horde	DD
252 Assassins	DD
253 Hauling Mercenaries	DD
254 War Band	DD
255 Kank Lancers	DD
256 Nomad Mercenaries	DD
257 Gladiators	DD
258 Rikus	DD
259 Neava	DS
260 Sadira	DS
261 Agis	DS
262 Ananas	DS
263 Voethimama	DS
264 Herimund	DS
265 T'kyl	DS
266 Azhal	DS
267 Chendal	DS
268 Baguel	DS
269 Rowan	DS
270 Shoyra	DS
271 Ashdutra	DD
272 Slug	DD
273 Ko'Cho	DD
274 Galek	DD
275 Wind Dancers	DD
276 Water Hunters	DD
277 Silver Hands	DD
278 Sky Singers	DD
279 Sili Strikers	DD
280 Night Runners	DD
281 So-On	DS
282 Custom Fiend	DS
283 Sloth	DD
284 Atal Savage	DS
285 Inhuman	DD
286 Pyren	DD
287 On'hirang	DD
288 Spirit of the Land	DD
289 Thr-keen	DD
290 Wian	DD
291 Akur	DD
292 Salica	DD
293 Zuni	DD
294 Powell	DD
295 Baber	DD
296 Wachter	DD
297 Foucault	DS
298 Steff to Half-Ski	DS
299 Captain Kazhar	DS
300 Dhuva	DS
301 Thiran	DS
302 Vayrac	DD
303 Defiler	DS
304 Dragon King	DS
305 Boys	DS
306 Pieserver	DD
307 Punisher	DD
308 Grib	DD
309 Tiger	DD
310 Orb of Power	DD
311 Rings of All Seeing	DD
312 Treasure	DD
313 Shield of Destruction	DD
314 Shield of Annihilation	DD
315 Shield of Demastation	DD
316 Shield of Wickedness	DD
317 Shield of Gore	DS
318 The Heartwood Spear	DD
319 The Cannon	DD
320 The Necklace	DS
321 Elemental Clerk	DD
322 Even Archer	DS
323 The Outcast	DD
324 Thugs	DS
325 Desert Warrior	DS
326 Desert Warrior	DS
327 Desert Warrior	DS
328 Marauder	DD

INQUEST CHECKLIST

#	World	#	World
329	DD	329	DD
330	DS	330	DS
331	DD	331	DD
332	DD	332	DD
333	DD	333	DD
334	DD	334	DD
335	DD	335	DD
336	DD	336	DD
337	DD	337	DD
338	DD	338	DD
339	DD	339	DD
340	DD	340	DD
341	DD	341	DD
342	DD	342	DD
343	DD	343	DD
344	DD	344	DD
345	DD	345	DD
346	DD	346	DD
347	DD	347	DD
348	DD	348	DD
349	DD	349	DD
350	DD	350	DD
351	DD	351	DD
352	DD	352	DD
353	DD	353	DD
354	DD	354	DD
355	DD	355	DD
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357	DD	357	DD
358	DD	358	DD
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362	DD	362	DD
363	DD	363	DD
364	DD	364	DD
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366	DD	366	DD
367	DD	367	DD
368	DD	368	DD
369	DD	369	DD
370	DD	370	DD
371	DD	371	DD
372	DD	372	DD
373	DD	373	DD
374	DD	374	DD
375	DD	375	DD
376	DD	376	DD
377	DD	377	DD
378	DD	378	DD
379	DD	379	DD
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381	DD	381	DD
382	DD	382	DD
383	DD	383	DD
384	DD	384	DD
385	DD	385	DD
386	DD	386	DD
387	DD	387	DD
388	DD	388	DD
389	DD	389	DD
390	DD	390	DD
391	DD	391	DD
392	DD	392	DD
393	DD	393	DD
394	DD	394	DD
395	DD	395	DD
396	DD	396	DD
397	DD	397	DD
398	DD	398	DD
399	DD	399	DD
400	DD	400	DD
401	DD	401	DD
402	DD	402	DD



#	World	#	World
403	DD	403	DD
404	FR	404	FR
405	DS	405	DS
406	DD	406	DD
407	DD	407	DD
408	FR	408	FR
409	FR	409	FR
410	DS	410	DS
411	DD	411	DD
412	DD	412	DD
413	DD	413	DD
414	DD	414	DD
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SECOND EDITION CHASE SET

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(CON'T FROM PAGE 40)

and tap to untap target creature). If you're playing green, include Instill Energy to make your Sorcerers even more lethal.

Keep in mind, however, that a simple Disenchant or Shatter can often foil even the most devious of plans: you should always have more than one way to deal damage.

DEFENDING

But dealing damage alone doesn't make an effective deck. You must be able to counter your opponent's cards. To be strong against a variety of opponents, your deck must be able to deal with all of the four permanents (cards that are put into play and remain there until destroyed): Artifacts, Creatures, Enchantments and Lands.

- Of all the colors, **White** is best-equipped to respond to cards on the table. Between Disenchant, Swords to Plowshares (remove target creature from game) and Armageddon (destroy all lands), white can destroy any card in play.

- **Green** follows a close second, boasting Tranquility, Crumble and the best all-purpose destruction card, Desert Twister (destroy any card in play).

- Artifacts, lands and creatures are no problem for **Red**, which includes Shatter, Stone Rain and many damage-dealing spells. However, the inability to counter enchantments can become a serious problem, especially when your opponent produces a Circle of Protection: Red.

- **Blue** provides a good counterpart to red for this purpose, since it can usually steal enchantments or send 'em back to their owner's hand (Unsummon, Boomerang).

- **Black** is probably the most difficult color to play by itself; it has trouble dealing with permanents other than creatures.

Another option is Nevinyrral's Disk, an artifact that you may sacrifice to destroy all artifacts, creatures and enchantments in play. This rare artifact can complement a red or black deck. Although drastic, and not always reliable, blowing up everything in one fell swoop is usually pretty effective.

LAND AHOY!

You've picked your colors, and you're armed to the teeth with spells, but there's still one burning question...how much land should you put in your deck? To be effective, you must have enough mana to cast the spells you draw. About a third of your deck should

be mana-producing land cards. There's a simple way to make sure you have enough:

A) Sort the cards in your deck by color.

B) Count the black spells (if any) you have in your deck. Put in half as many swamps (rounded up) to start with. For example, if you have 19 black spells, you should have 10 swamps.

C) Repeat step B for each color.

D) Count the artifacts and non-mana producing lands in your deck. Put in half as many mana-producing lands of any kind, including special lands, dual lands or extra basic lands.

If the spells in your deck require a lot of mana, add a few extra lands, but don't go overboard. A deck with too much land can be just as ineffective as one with too little.

TUNING IN

By now you've got a pretty good idea of what to put in your deck, but the deck-building process doesn't stop there. As you challenge players with your deck, you should be able to pick out its strengths and weaknesses. If your deck has a hard time dealing with flying creatures, throw in a Hurricane or Earthbind. If your Lord of the Pit's appetite is larger than your entire deck, try playing without it. Deck tuning is a process that never ends as long as you acquire new cards. With a well-tuned deck, you'll find yourself winning more often. More important, you'll find yourself having more fun.

JEFF'S TOP CARDS

MAGIC: THE GATHERING, REVISED

Artifact: Ivory Tower, Nevinyrral's Disk

Black: Demonic Tutor, Dark Ritual

Blue: Sleight of Mind, Counterspell

Green: Regrowth, Lure

Red: Fork, Lightning Bolt

White: Disenchant, Balance

EXPANSION SETS

Arabian Nights: Library of Alexandria,

Diamond Valley

Antiquities: Candelabra of Tawnos, Strip Mine

Legends: Recall, Underworld Dreams

The Dark: Maze of Ith, Barl's Cage

Fallen Empires: Goblin War Drums, Ring of Renewal

A junior at the University of Rochester, Jeff Hannes doesn't believe that his curriculum is complete without a nightly Magic seminar.

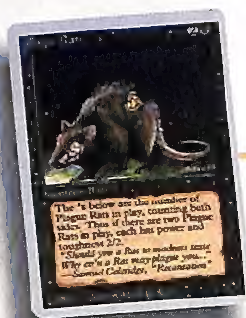


The forces of destruction (above) versus those of protection (below)



A BEGINNER'S GUIDE TO BUILDING A WINNING MAGIC DECK

BY JEFF HANNES



Any more rats and we'll need a good exterminator.



So you went out and bought a *Magic: The Gathering* starter deck, found someone to teach you the game—and got your butt kicked. While you were dealing yourself a random assortment of cards, the veteran across the table was shuffling through a carefully crafted deck.

Don't despair. You, too, can win at this game. All you need to do is build your own winning deck. And it's not as hard as it looks.

Magic is broken down into five color-coded categories, each of which is centered around a different type of land, called mana. Before looking at specific cards, let's take a quick look at each color's specialties:

- **BLUE** allows you to steal resources from your opponent and prevent him from casting spells.
- **BLACK** represents the disturbing magical forces of death and demons.
- **RED** mountains harness fire and earth in a chaotic wave of destructive force.
- **GREEN'S** forests are home to many creatures.
- The open plains of **WHITE** offer healing and protection.

It's possible to make a deck with just one color, or even a deck with all five (a rainbow deck), but most decks contain only two or three. Limiting your deck gives you the luxury of working with a variety of card combinations without having to shuffle a card stack the size of the Library of Congress. Unless you can come up with creative ways to manufacture mana—with Moxes, Celestial Prisms or Fellwar Stones, say—always stick to two or three colors.

Before selecting cards or even picking colors, though, you need to address two important questions: How will your deck deal damage, and thus take away your opponent's life points? And how will your deck protect you from your opponent, and thus save your life points?

ATTACKING

The first question is usually the easiest to answer. Dealing damage is the most fundamental aspect of the game; every color can do it. Still, you should choose your damage-dealing methods with care. A Creature Bond, which subtracts a creature's toughness from its controller's life points when the creature is killed, is useless unless you can kill creatures. Also, you should never rely on your opponent's deck to be effective.

For example, Feedback, which hurts your opponent each turn, only works if your nemesis has an enchantment in play. There's no guarantee, however, that your opponent will play an enchantment.

So what about creatures? Which ones should lead your charge, and which ones should ride the bench? Try to balance low-power creatures that are easy to cast with creatures that are powerful but costly, and make sure some can fly. Cards that are worthless in one deck may be quite valuable in another. By itself, one Plague Rat—its power and toughness equal the number of Plague Rats in play—isn't impressive. However, several Plague Rats can be pretty lethal. By your fifth, your opponent may start wishing for a good exterminator.

Another consideration when choosing creatures is how they interact with other cards in your deck. For example, Dwarven Warriors (tap to make a creature of power no greater than two unblockable) and Firebreathing (enchant creature; +1 power/+0 toughness per red mana) make an extremely potent offensive force.

Creatures and direct-damage spells, such as Fireball, Lightning Bolt and Drain Life, are by no means the only weapons. The Rack, an artifact that damages an opponent for each card in hand below three, can stretch the life out of your enemy if you keep his hand size down using Mind Twist, Disrupting Scepter and Amnesia. Similarly, if you can keep your rival's hand size high by forcing him to draw more cards (Howling Mine, Braingeyser) or by preventing him from casting spells (by destroying his mana), the Black Vise (artifact; damages opponent for each card in hand above four) can finish him off.

One of the best creature/enchantment combinations lies in green: Thicket Basilisk with Lure and Regeneration. Unable to resist the temptation of peering through the bushes to see your Basilisk, your opposition's once-active army will be transformed into lifeless stone.

If you're playing white, you can use the rare Meekstone artifact (creatures with power greater than two may not untap) with Serra Angels (4/4 flying; doesn't tap when attacking) and smaller creatures. Several Prodigal Sorcerers can make life miserable for your opponent, especially with Jandor's Saddlebags (artifact; spend three

(CON'T ON PAGE 39)

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